

结项 - police mission (1600元+100
+ 240)

19天

客户： 联系由 负责

公共账号：
号开发

客户希望你用他们的账

任务领取人（姓名+roblox账号）：

劳务费70%：1200元11.28

尾款30%：750元12.9

Stage 1: Most of the scripting is completed, but some of the code needs to be debugged and tweaked slightly. Here is an outline of what is needed for stage 1 to be completed:

- Co-Op System Modification: There is a co-op system in the game that allows players to invite other players to a "party". Once invited into the party, the players can complete missions together.

The original scripter did not do this correctly. At the moment, players with a specific game pass can invite other players to a party. If that player starts a job, the other players will automatically start the mission as well and will not be able to start anything else. This isn't what I want.

What I want is, I want it to be so that while in a party the host can invite other players in said party to a mission from the party screen. After that, the players in the party screen can mark their status as "ready". Once all players are marked as "ready", the mission begins.

- Police Missions: There are police missions, both are mostly scripted. But, some of the mechanics from one of the police missions was incorrectly added to another one. I need those mechanic removed and added to the correct mission. In addition to that, some slight tweaking is needed for each mission but it should be relatively easy and quick to do.

- Criminal Missions: There are criminal missions, all are mostly scripted. Some mechanics do need to be added to each mission.

-- There is a debt collector mission, I need melee weapons scripted and added, then placed around the mission location for players to use.

-- There is an assassination mission, where the player is sent to carry out "contracts" and kill NPCs in specific scenarios. Mechanics needed to be added to each scenario, for example, if the NPC is in a house I will need a proximity prompt added to allow the player to kick the door in. Animations are already completed. When you finish this part, I need a temporary way to prompt each scenario so that I can test each one. After that, the system will choose one of the random scenarios for the player completing the mission.

-- Kidnapping mission needs animations added to it, as well as a robbery mission. Otherwise, it's done.

-- Mission locations are chosen at random for the player, once the final mechanics have been added you will just have to place the locations where I indicate for them to be placed.

- Explosives: There is a Molotov cocktail that needs to be made. We have a grenade that I believe is already finished, but you may have to tweak it some.

- Weapons: Weapons need a crouch feature added to them.

- GUIs: I need a game shop GUI and a tutorial GUI designed and scripted.

- ATM GUI: The GUI has been designed, but must be scripted. Players can purchase in-game money with ROBUX.

- Debug: Any bugs myself and my team of testers finds we will need fixed. We have already done a lot of testing and there are few to no bugs, but I'd like to test a little longer just in case.

— Distributor NPC dialog: Players can call NPCs known as "distributors" to find out if they need contraband taken to them. I need the dialog added, meaning the NPCs have a yes or no response when called.

— Finish robbery system: There is a system that allows players with a specific game pass to raid crew safehouses and steal product. I need a turn-in location added to where the player can take the stolen contraband. When they arrive a cutscene plays.

— Cutscene for raids: There is a raid mission that requires a cutscene. It was a list minute add, it needs a cutscene added to it. I believe we have one in-game for a different feature that was removed, you'd just have to switch it over and added it to the raid mission.

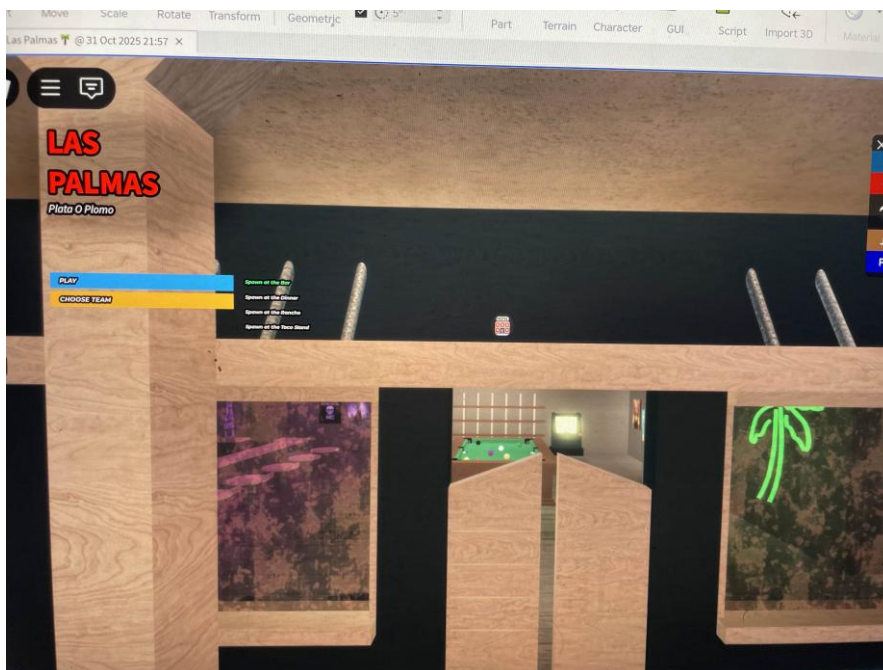
附加材料内容: I'm going to give you tonight to kind of look over the code, get a feel for it and whatnot. Tomorrow I'll start sending over assets and whatnot. If you want to start tonight, you could begin with the tutorial GUI, game pass GUI and the ATM GUI

I will send the ATM GUI and a blueprint of what I want for the tutorial and game pass GUIs

This is the ATM GUI, I need it to appear when the player clicks the button with the money symbols/stack of coins. I need you to script it to make it so that if a player buys a developer product, they receive in-game currency.



 [ATM.rbxm](#)



The first picture is the main menu. I need two addition tabs added:

A tutorial tab.

A game pass shop tab.

The tutorial tab would look something like the example I sent. 10 slots, each with a placeholder text for me to put tutorial information in the space. The option to toggle between English and Spanish.

The shop tab would look like the example I sent as well. 2 rows of 4 game passes on each page, for now I only need 2 pages. I would like to be able to add images for each game pass thumbnail. It would allow players to purchase game passes directly from the shop.

You will have to copy the button at the top from the first screenshot I sent. The one that looks

like a Christmas Present. You can put it at the far left and I need it to be so that when the player clicks it the shop opens there as well.

语言切换的tab Let's go ahead and add a translated tab anyway. The dialect I'll be adding will be written a certain way that variates from standard Spanish

Ok. You will need to be on the account for one of the tasks, but I can log you in tomorrow.

If you finish the GUIs today, this is the next task you can do.

— Police Jobs: Dispatch and Warrant Switch

On the police team there are two jobs available for the player to do: Dispatch and Warrant.

You can access and test the jobs by clicking the Briefcase button at the top of the screen.

I need a change made:

— At the start of the dispatch, it requires the player to kick in a door and place NPCs against a wall.

This is supposed to be applied to the warrant job. It needs to be removed from the dispatch job.

Assassination Scenarios

On the criminal team, there is a job called "Pistolero - Assassinations". When you click it, a cutscene plays and you are assigned to kill a target.

I need these animations set-up for the job. Each one is a specific task, to be placed at a specific area of the map. We will place them at specific locations later.

Once these have been set up, I need a basic list that will spawn each scenario so that I can test them easily to ensure that they work properly. Once I've tested them, you will remove the list and make it so that a random scenario is chosen after the cutscene is played.

Once the player(s) assigned to the task approach the target(s), they will stop what they're doing and start shooting at the player. Each scenario will require a little bit of scripting, as described below:

Washing Car: Person washing car. The car isn't currently in the game yet, it will be added in once the locations are decided on. But the animation is in the file.

Guys Sitting In Car: Four guys sitting inside of a car, will be at a drive-thru. Once approached, the second animation (which is a shooting animation) will play. It's included in the file.

Guy talking on phone: Guy talking on a phone, will start shooting when approached by player sent to kill him.

People eating: 4 guys eating at a table, will stand up and start shooting at the player(s) assigned to kill them when approached.

Guy walking with cane: Guy walking with a cane, will shoot at player(s) assigned to kill when approached.

Shoe Shining: A guy having his shoes shined by another guy, both will shoot at player(s) assigned to kill them when approached.

Person jogging: Guy jogging, will shoot at player(s) assigned to kill when approached.

Person showering: This will be put in a house that I will put on the map later. For now, I need it scripted so that the assigned player(s) will kick the door in. When they approach the guy showering he will shoot at them.

Person playing video games: This will be put in a house that I will put on the map later. For now, I need it scripted so that the assigned player(s) will kick the door in. When they approach the guy showering he will shoot at them.

Person cooking: This will be put in a house that I will put on the map later. For now, I need it scripted so that the assigned player(s) will kick the door in. When they approach the guy showering he will shoot at them.

Person sleeping: This will be put in a house that I will put on the map later. For now, I need it scripted so that the assigned player(s) will kick the door in. When they approach the guy showering he will shoot at them.

Guy kicking a soccer ball: Guy kicking a soccer ball around, will shoot at player(s) assigned to kill them when approached.

 [Assassinations.rbxm](#)

Attached is the melee weapons for the debt collector task.

There's two weapons: a baseball bat and a set of brass knuckles.

All of the animations are in the file. They need to be scripted and added to the weapons.

The baseball bat should be scripted to break after a few hits, the animation for it is there. When it breaks it will be replaced with the broken one and then it will disappear from the player's toolbox.

Brass knuckles can be used an unlimited amount of times.

 [FixedGuns \(2\) \(2\).rbxl](#)

This is the animations for the dispatch police mission, one of the police missions referenced in the job description. There is 6 different scenarios, the animations need to be input.

Disturbance: Woman pointing a knife at a man. The woman is the one who has to be arrested. She is put in the vehicle and taken to the police station to be turned in.

Fighting: Two men fighting each other, both have to be arrested. Both are put up against a wall. They are then put in a police vehicle and taken to the police station to be turned in. This is a mechanic that has already been done for the Warrant mission and could simply be copied to this scenario.

Graffiti: Three men spraying graffiti on a wall. They are put up against a wall. The player will then search the men for a weapon, the one with the weapon will be put in a police vehicle and taken to the police station to be turned in. This mechanic should already be in the game, it just has to be applied for this particular scenario.

Drinking: A man drinking from a bottle. Has to be put in the vehicle and taken to a police station to be turned in.

Firing AK in air: A man firing an AK in the air. Has to be put in the vehicle and taken to a police station to be turned in.

Firing Pistol in air: A man firing a pistol in the air. Has to be put in the vehicle and taken to a police station to be turned in.

I need a way to load these in to test them as well like how you did with the assassinations

 [DispatchAnims.rbxm](#)