Gameplay:

* Auto Steuerung (Chris)
* Map Desings (Andre)
* Boost (Andre)
* Hindernisse (Andre)
* Itemsystem (Andre)
* Rundensystem (Andre)
* ggf. Characters (dude der fertig)
* ggf Auto stats (dude der fertig)

Pre Race Menu: (Chris)

* kick player
* new leader
* veto map
* chat
* leave lobby
* close lobby
* ggf. pw aendern
* ggf. choose char
* ggf. choose car

Menu: (Chris)

* Lobby system
* Options
* Quit
* ggf. Matchmaking
* ggf. leaderboard
* ggf. singleplayer

Pause Menu: (Andre)

* Continue
* Leave Match
* Options
* Quit

Online:

Netzwerk:

* Lobby system (Chris)
* Matchmaking (Chris)
* Login (FireBase) (Chris)

Database:

* Skin sale (Chris)

Sound & Art:

* Ambiance (Andre)
* Environment (Andre)
* Background music (Andre)
* Particle System (Chris)
* UI (jeder selber)
* HUD
  + Minimap (Andre)
  + Gang (Chris)
  + Geschwindigkeit (Chris)
  + Placement (Chris)
  + Current Item (Andre)