**5-6 Modes**

* Team Deathmatch (PvP)
* Hostage Rescue (more intense than just “1 hostage”, multiple hostages) commanders? TERRORISTS BUT ACTUALLY?
* Waves (PvE) like CoD nazi zombies but they can do director stuff
* Co-operative mode (8 maps)
* Control Point (with CTF elements?)
* Tournament Mode (similar to TDM but with a tournament structure):
  + Best of 3 – 5v5v5v5
  + Losers go to playoffs (5v5) – best of 3
  + Winners go to final (5v5) – best of 3
  + Could also expand to 8 teams…
  + Change number of games?

**Maps**

* 2-3 per gamemode, regular additions later.
* Co-op will have a 6 to 8 map story mode based around the game’s lore.

**Teams**

* Specific HUDs for each team.
* Each team to have 4? Unique classes per team that changes their weapon set, maybe
* Weapons for each team – more than just variations on Bamfuslicator (zombie spawn), Planfuslicator (obstruction generator), and Tangfuslicator (zombie control)
* Players have FPS fare but also weapons that emphasise movement

**Classes**

* 4 per team
* Are we still doing this?

**Weapons**

* Levelling up weapons throughout the game for doing stuff, or maybe buying stuff like counterstrike
* Each weapons balanced but can be levelled up as well
* Focused and small weapon set with variety

**Mechanics**

* Zombie spawner?
* Trampoline (z\_tdm\_subway) (func\_trampoline) (implemented April 2024)
* Particle effect spawner (func\_

**Tech**

* Replace GL1 renderer with GL3
* Destructable stuff
* Resizable entities
* Completely rewritten font engine (completed March 2024)
* Completely rewritten weapon system
* Completely rewritten UI system
* GL window can be resized to any size, arbitrary width and height
* ZBSP Compiler using new ZBSP format
  + Massively increased limits
  + Remove POP\_LUMP
  + Scripting in BSP files
* Internationalisation support
* Moving dynamic lights
* Rotating func train

More soon yada yada