**5 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 (not sure how this will work)
* Control Point (with CTF elements?)

**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

**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)

**Tech**

* Replace GL1 renderer with GL3
* BSPv42 with raised limits e.g. qpath limit (get this pullreq’d into ericw)
* Destructable stuff
* Resizable entities
* Maps can tweak lighting.
* TTF font rendering (investigate signed-distance fields)
* Internationalisation support

More soon yada yada