**ALL**

**!commands**

Displays all the available public commands. When one is selected in the menu, it will show the description of the command. There will be an option to go back to the list or exit.

Menu Example:

Commands List

1.

...

7.

8. Back (second page and on)

9. Next

0. Close

Sub Menu:

Command Descriptions

1. Command - Description

8. Back

0. Close

**!timer**

Hide and show the timer display. The timer remains active.

Menu Example:

1. Enable/Disable Middle Timer

2. Enable/Disable Side Stage Info

3. Enable/Disable points and +/- printed to chat

**!rank <partial player name>**

Displays the rank of the player in chat. If partial name, it will give the rank of the player who is the closest match in the server.

Chat Layout: [Timer] <player name>, Rank : <rank#> | Points: <points> | MC : <maps completed> | MR:<map world records> |

Surf only: BC: <bonuses completed> | BR: <bonus world records>

**!crank <partial player name>**

Displays the players ranking within the same country; as opposed to !rank which shows the players ranking with everyone around the world.

Chat Layout: Same as !rank, but instead of “Rank” it will be “Country Rank”

**!ttop or !ttop <#>**

This displays a menu of the top players based on the rank system. When given a number, the menu list will start with the given rank number. The menu will display a list of player names in order by rank. When a name is selected it will display their rank information.

Menu Example:

Top Surfers

1. <player name>

…

7. <player name>

8. Back (second page and on)

9. Next

0. Close

Sub Menu:

<player name>’s Info

1. <display full !rank here, minus the player name(rank, points, MC, MR, BC, BR)>

8. Back (second page and on)

9. Next

0. Close

**!ctop or !ctop<#>**

Similar to !ttop but it displays the top players within the same country.

Menu Layout: Same as !ttop, but instead of “Top Players” it will be “Top Players in <country>”

**!search <partial player name>**

This is used to find the ranks of players who are not currently in the server. Displays a menu that lists player names that match. When a name is selected the sub menu shows the players rank.

Menu Example:

Rank Search

1. <player name, closest match>

…

7. <player name>

8. Back (second page and on)

9. Next

0. Close

Sub Menu:

<player name>’s Rank info

1. <!rank info>

8. Back

0. Close

**!rr**

Displays a menu that lists recent broken records within the past week. This includes all records. When selected the submenu will show the player name, map name, the category(surf only), and the new record.

Menu Example:

Recently Broken Records

1. <map name>: <category>

…

7. <map name>: <category>

8. Back (second page and on)

9. Next

0. Close

Sub Menu:

Recently Broken Records

1. <map name> <category> broken by <player name>

<hh:mm:ss.ms>

8. Back

0. Close

**!stop**

Stops the players current run. Disables timer and is re-enabled when the player walks through a start zone.

**!restart**

Teleports player to the start zone and restarts their timer.

**!respawn**

When player is dead and on either t or ct, this command will respawn them.

**!pause**

Pause yourself. Velocity is retained and the amount of time paused will not be counted.

**!specinfo**

Shows and hides a list of player names who are watching you in spectate.

Located off to the side where it is out of the way.

**!hide**

Hides and shows all players models and weapons.

**!fps**

Displays a menu that lists the players in the server with their fps\_max settings.

**!race**

Displays a menu that lists all the active players in the server. When one is selected it prompts the selected user with a menu that says yes or no. If the player agrees to race, both players will be teleported to the start zone of the map and it will say they are racing in chat. When teleported, they will not be able to move. There will be a countdown (5,4,3,2,1,GO!) in the chat and at “GO!” they can move and start the race. The race is timed and is only finished when one of the players finishes the map. At the end it will display who won in chat. If a player denies to race, it will say so in chat. If both players fail to finish the map, it will be a stale mate. The outcome of the race will be logged under both players racing stats (wins, loses, ratio).

Menu Example:

Active Players

1. <player name>

…

7. <player name>

8. Back (second page and on)

9. Next

0. Close

Prompt:

<player name> wants to race with you. Do you accept?

1. Yes

2. No

Chat Layout:

(Upon agreement)

[Race] <player name 1> challenged <player name 2> to a race!

(Upon disagreement)

[Race] <player name 2> denied your challenge.

Countdown:

[Race] <5>

[Race] <4>

[Race] <3>

[Race] <2>

[Race] <1>

[Race] GO!

Upon completion:

[Race] <winning player name> won the race in <hh:mm:ss.ms> with <#jumps> jumps!

**!rstats <partial player name>**

Displays the given player’s racing statistics in chat. This includes Wins, Loses, and the Ratio.

Chat Layout: [Race] <player name> - Win: <#> Lose: <#> <ratio>

**!rtop or !rtop <#>**

Displays a menu that lists the top racers and their info. If a number is given, the list starts with the number.

Menu Example:

Top Racers

1. <player name> - W: <#> L:<#> <ratio>

…

7. <player name>

8. Back (second page and on)

9. Next

0. Close

**Additional Information:**

Scoreboard:Increase the player’s frag count by one when they finish the map.

Time should be measured to .000

There should be a menu for admin commands. We should be able to completely clear a player's information from within the server.

This is in case we find someone has been cheating.

The timer should automatically prune any person who has not connected to the server within 30 days from their last visit.

This will remove all of their information. We think this will help in keeping the database smaller.

**Sounds**

Different sounds will be played to the whole server on the following events:

Map completed - pr.mp3

Map personal record improved - improve.mp3

Top10 Time - top10.mp3

World Record - wr.mp3

**Visuals:**

Menus and Chat Should have some color differences in the text to make things easier to read.

The overall design of the chat and menus should be visually appealing, easy to read and easy to navigate.

**Completions in chat:**

When a player finishes a map it will say so in chat for everyone to see. It will include the name and time.

[Timer] <player name> finished the map in <time>!

[Timer] <style> | <player name> finished the map in <time> with <#jumps> jumps!

[Timer] <player name> has completed mapname with a Time of 3:02:23 (+0:23:43)

[Timer] <player name> has gotten a Top 10 Time and is now Ranked 6 on mapname

Surf example: [Timer] You have completed Stage X for the first time and have received X points. Zone: Stage X (+/- off WR)

**Surf Example:**

[Time]

Last stage X +/- Last checkpoint

+/- Off World Record

Current Stage

Your Stage PR(+/- X off WR)

Stage WR

**On +/-**

+/- is the time off the current world record / current stage record, displayed each time a player completes a stage, checkpoint, or map. If I complete a stage 2 1:03 seconds slower than the world record for that stage, but I am 3:34 seconds faster than the map world record, my bottom timer will display:

5:23:12

Last Stage "Stage 2" + 00:01:03

-00:03:34 off WR

**Bunnyhop Example:**

Timer hud at start zone:

[Leave the start zone]

Timer hud during a run:

<time>

<style(wasd,sw,w)>

Speed:

Jumps:

Timer hud when run is finished:

<final time>

<style>

Jumps:

**We would like +/- in bunnyhop as well.**