For August

- [ ] LOGIN | Finish the login test each player must get 80% and above on the exam to pass if he gets anything below it he fails
- [ ] LOGIN | When someone selects a character and spawns he should spawn outside of the interiors with the gta online view from above translation (Make the transition you talked about that once you select a character it zoom onto it and zooms out to the city)
- [ ] LOGIN | Add the positions of the characters places (ask me for the pos)
- [ ] LOGIN | Add the clothing system for the login (wait for cef)
- [ ] GAME | Add the 24/7 cef to all 24/7
- [ ] GAME | Add the guns store (lll explain it) no CEF needed
- [ ] GAME | Add the rest of the vehicle positions (wait for cords)
- [ ] GAME | Rackets, begin working on rackets the system should be the 3 points system [Each racket will be 3 points of capture inside them A, B, C] Each racket will last 20minutes Firstly, the gang begins by capturing point A if successful B will be unlocked after exactly 5 minutes [15 minutes left for the rackets] once B is captured after another 5 minutes [10 minutes left for the rackets] C will be available and after is capture the rackets will only have 5 minutes left and after that the gang will have control over it | EXAMPLE 1: gang 1 is capturing point B because they finished A af they see a gang contesting, the contesting gang has to capture the main point [A] if successful it will reset the timer to 20 minutes and the gang has to capture B AND C etc
- [ ] GAME | Rackets each racket should have 3 levels of boundaries the outer boundary will give them a warning that they are entering an active rackets and the car will disappear the second boundary will make their car disappear and the last boundary (inner one) will tell them a last warning that they will be shot on site. (the boundary system will be explain in a picture) Total of 8 rackets
- [ ] GAME | Gang progression system [mostly CEF that I will design and a bit of scripting] will be explained in VC
- [ ] GAME | Inventory System, ability to pick stuff up from the ground [CEF]
- [ ] GAME | new HUD and Speedo [CEF]
- [ ] GAME | Custom gun recoil [modding]
- [ ] GAME | Barbers [CEF]
- [ ] GAME | Benny's customs
- [ ] GAME | Basic passive income businesses
- [ ] GAME | Weapon crafting system
- [ ] GAME | House system [furniture system will be an update]
- [ ] GAME | Drug System [CEF]
- [ ] GAME | Drug labs [MLO]
- [ ] GAME | Random IC event generator. Gang Crates, Gang drugs, plane crash [will be explain in VC]
- [ ] GAME | Bank System with a working paycheck system
- [ ] GAME | School bus driver job

- [ ] GAME | electrician job
- [ ] GAME | Car Dealerships [CEF]
- [ ] GAME | Working jail system at the prison
- [ ] GAME | Lazer Tag [Paint ball]
- [ ] GAME | Racing System
- [ ] GAME | Golf, Tennis
- [ ] GAME | Make sure the weather is LS is stable to rain at all

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