

# RPGAIO // RPG Toolkit // 2017 Roadmap



Q1 2017	Q2 2017	Q3 2017	Q4 2017
<p>✓ <b>Initial Mecanim Support</b></p> <p>Start Controller and Combat Revamp</p> <p>Extended Character Creation System</p> <p>Modern UI Overhaul</p> <p>Mini-map System</p>	<p>New Enhanced Character and Camera Controller</p> <p>Revamped Combat and Skill System</p> <p>World Map and Exploration System</p> <p>Mount System</p> <p>Socketing System</p>	<p>Item Upgrade System</p> <p>Random Stat Item System (RNG)</p> <p>Extended Skill-bar System</p> <p>Good/Evil Alignment System</p>	<p>Religion/Beliefs/Deities System</p> <p>Night/Day Weather System</p> <p>Localisation for Dialog</p> <p>Building System</p>

Other planned features (including but not limited to the list below) will be released occasionally. To suggest more features visit:

<http://rpgaio.logicspawn.co.uk/forums/forumdisplay.php?fid=10>

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<b>Other planned updates:</b>
- Expanded Trait/Skill Levelling: - Gain exp / trait exp for using a skill, gain trait exp from using weapons / taking hits with armour
- Suggested Event nodes: - Freeze player , Temporary UI (Dialog/Subtitles) or 3D Text at position, Add/remove/check reputation
Additional Event types: OnPlayerSpawn, OnPlayerDie, OnCloseCraftingWindow etc
Custom walk back speed
Don't prompt for save if already saved
Descriptions for attributes
Stat/skill/status effect sub-categories
Dialog text is a pop out window
Stop delete button from deleting dialog nodes while editing
Option of random loot from quests
Patrol speed/Override option in combatant definition
Play cutscene/event on start
Option to toggle mouse visibility when over UI
Item durability
Talent groups