

ID	Cat	Title	Prio	Status	Effort		Scheduled	M	Work Done	Work Total	
CR-2606	Artwork	Touch up of dairy queen achievements tris and moira	Mid	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2714	Assets	New Underverse Assets (2 x Launcher, Plating)	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2640	Bug	Relocate progressive uniform adjustments to nightly housekeeping	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2674	Bug	Autotrading repeats last trades when deactivated	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2677	Bug	Fixed broken elite roll chances at uncrating parts	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2678	Bug	Fixed wrong valuation for Space Find Bots if Yutani installed	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2682	Bug	Khelara Multipass payments no entry error	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2685	Bug	Dialogues in spanking game to reflect krell vs normal outfits	Mid	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2686	Bug	Khelara dialogue filtering when dancing	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2676	Dialogue	Moira outfit dependent scenes better integrated (in dialogue comments)	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2683	Dialogue	Consistence across gallery entry wording (inspections)	Mid	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2607	Gameplay	Immersive nightstands (unused uniforms)	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2611	Gameplay	Unify / streamline dialogue menus of crew (hierarchy, inspections, ...)	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2613	Gameplay	Combat game away missions	High	Implemented	Very High	100%	V2.30		1	1	
CR-2616	Gameplay	Vee progressive uniforms	Mid	Implemented	High	100%	V2.30		0.6	0.6	
CR-2619	Gameplay	Combat game action expansion (heal, ...)	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2625	Gameplay	Enigmatic cube can reroll Abyssal Queen Shell	Mid	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2666	Gameplay	Armoury sell option and crate mechanics	Mid	Implemented	High	100%	V2.30		0.6	0.6	
CR-2673	Gameplay	Uniform inspections not treated as favours	High	Implemented	Very High	100%	V2.30		1	1	
CR-2675	Gameplay	Extract uniform inspections from favour menus (up one level)	High	Implemented	Very High	100%	V2.30		1	1	
CR-2681	Gameplay	Dark Mirage + Carapace to work with cloak adding requirements	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2688	Gameplay	Away Team Configurator	Very High	Implemented	Very High	100%	V2.30		1	1	
CR-2689	Gameplay	Away Team Units	Very High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2690	Gameplay	New combat items	Very High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2691	Gameplay	New combat stages Hideout - Mobs	Very High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2691	Gameplay	New combat stages Hideout	Very High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2694	Gameplay	Personal Bot changeable with Hyperwrench	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2696	Gameplay	Mob grenade use possible	Mid	Implemented	High	100%	V2.30		0.6	0.6	
CR-2697	Gameplay	System Specific Hideouts	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2698	Gameplay	Khelara sticks to load out template (found at start of combat)	High	Implemented	Mid	100%	V2.30		0.3	0.3	

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CR-2699	Gameplay	Armoury gear sales option	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2700	Gameplay	Underverser bot frame parts	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2701	Gameplay	Shaver accessory for Khelara's orders	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2702	Gameplay	Weapons crates	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2704	Gameplay	T'Rixie Krell Uniform	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2707	Gameplay	Achievements Vee + Artwork	High	Implemented	Very High	100%	V2.30		1	1	
CR-2708	Gameplay	Achievements MC	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2709	Gameplay	Vee Uniform and Plug Inspections	High	Implemented	Very High	100%	V2.30		1	1	
CR-2712	Gameplay	Weapons crates	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2715	Gameplay	Scales of Lilith sensor evasion checks in combat	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2716	Gameplay	Underverser brute force launcher: Doomcaster (additional AOE)	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2725	Gameplay	Barter interface	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2679	GUI	Misc improvements (combat stealth, ...)	High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2726	QoL	Item Shop Interface: L-Shift batch sells 10x	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2719	Quest	Bot hideout encounters	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2720	Quest	Khelara pony racing	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2558	SW-Design	Refactor minigame mining	Mid	Implemented	Very High	100%	V2.30		1	1	
CR-2668	Sw-Design	Migrate all attributes to actor.attr	High	Implemented	Very High	100%	V2.30		1	1	
CR-2672	Sw-Design	Moira dialogue system overhaul	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2684	SW-Design	Botlab parts list code performance	High	Implemented	Very High	100%	V2.30		1	1	
CR-2692	Sw-Design	Crew actor combat data lazy storage (combat attribute)	Very High	Implemented	Mid	100%	V2.30		0.3	0.3	
CR-2693	Sw-Design	Rewrite attribute management, capping, max system	High	Implemented	Very High	100%	V2.30		1	1	
CR-2705	Sw-Design	Shop interface refactor (modular screens)	High	Implemented	High	100%	V2.30		0.6	0.6	
CR-2711	Gameplay	Elevator Encounters (Trixie, Moira)	High	Integrate	Very High	90%	V2.30		0.9	1	
CR-2706	Gameplay	Combat achievements crew + Artwork	High	Integrate	Very High	60%	V2.30		0.6	1	
CR-2717	Animation	Vee new bridge position	High	Open	Very High	30%	V2.30		0.3	1	
CR-2723	Gameplay	The Pit	High	Open	High	30%	V2.30		0.18	0.6	
CR-2695	Bug	Quality control not accessible / working	High	Analysis	Mid	0%	V2.30		0	0.3	
CR-2628	Dialogue	Rewrite Arellarti arrival / departure dialogues (dynamic)	High	New	High	0%	V2.30		0	0.6	
CR-2716	Gameplay	Underverser sneaky launcher: Nephilim projector (confuses seekers)	High	New	High	0%	V2.30		0	0.6	
CR-2721	Integration	Migration code	High	New	High	0%	V2.30		0	0.6	
CR-2722	Integration	Gallery updates	High	New	High	0%	V2.30		0	0.6	

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CR-2731	Integration	Achievement hooks	High	New	High	0%	V2.30		0	0.6	