

## Feature Details for 2.0.10

<b>Feature ID: 5</b>	<b>Project Name: Client</b>
<b>Feature Name: Command /npc</b>	

<b>Planned Build Number:</b> 2.0.10	<b>Start Date:</b> 4/3/2004 3:50:43PM	<b>Priority:</b> Medium
<b>Estimated Work:</b> 20 min	<b>Due Date:</b> 4/7/2004 3:50:43PM	<b>Status:</b> Closed
<b>Actual Work:</b> 15 min	<b>Completion Date:</b> 4/4/2004 10:49:31PM	<b>% Complete</b> 100%
<b>Requested By:</b> Brad	<b>Assigned To:</b> Brad	

### Description:

Function as speak as npc, but in a text based format, via [/npc "name" speech].

### Notes:

Completed.

Format of NPC command is as follows:

/npc 'Name' Msg

If two quotes aren't used, it will use the first space. Single quotes/double quotes work. All of the following work

/npc "Person" My Speech!

/npc"Person" My Speech!

/npc"Person" My Speech!

/npc 'Person' My Speech!

/npc'Person' My Speech!

/npc Person My Speech!

/npcPerson My Speech!

Note however, when not using quotes there must be a space. And that you cannot mix quotes, either two apostrophes or two double quotes. If you use one quote, it will just look for the first space, and include the offending seperater.

Currently if a name has two apostrophes in it, like Bo'ob the se'cond the name will come up as ob the se, I'm not sure if this warrants enough of a problem to break the stream line, but I may look into it anyway.

**Edited by Brad on Sunday, April 04, 2004**

Followup:

I've made it so that it will not accept a singlue qyoute as a seperater [not counting spaces], unless its the **first** item. So /npc 'Foobar' works, As does /npc Foo'ba'r, But there is still some problems, but I don't see them cropping up as much as this possibly obscure bug could. So i'll settle for an obscure bug on an obscure bug.

<b>Feature ID: 6</b>	<b>Project Name: Client</b>
<b>Feature Name: Command /create</b>	

<b>Planned Build Number:</b> 2.0.10	<b>Start Date:</b> 4/3/2004 3:50:54PM	<b>Priority:</b> Medium
<b>Estimated Work:</b> 20 min	<b>Due Date:</b> 6/18/2004 3:50:54PM	<b>Status:</b> Closed
<b>Actual Work:</b> 8 min	<b>Completion Date:</b> 6/16/2004 10:02:43PM	<b>% Complete</b> 0% Complete
<b>Requested By:</b> Brad	<b>Assigned To:</b> Brad	

### Description:

Create a game, format [/create GameName]

<b>Feature ID: 13</b>	<b>Project Name: Client</b>
<b>Feature Name: Data Packet Handler</b>	

<b>Planned Build Number:</b> 2.0.10	<b>Start Date:</b> 5/3/2004 7:41:26PM	<b>Priority:</b> High
<b>Estimated Work:</b> 1 hrs	<b>Due Date:</b> 6/18/2004 7:41:26PM	<b>Status:</b> Assigned
<b>Actual Work:</b> 0 min	<b>Completion Date:</b>	<b>% Complete</b> 90% Complete
<b>Requested By:</b> Brad	<b>Assigned To:</b> Brad	

### Description:

A large scale packet handler, to route and recieve larges amounts of data. Even under low-bandwidth or high traffic situations, complete with CRCs and timestamps.

**Feature ID: 14** **Project Name: Client**  
**Feature Name: Password Incorrect**

**Planned Build Number:** 2.0.10 **Start Date:** 5/3/2004 7:46:45PM **Priority:** Medium  
**Estimated Work:** 20 min **Due Date:** 5/14/2004 7:46:45PM **Status:** Closed  
**Actual Work:** 15 min **Completion Date:** **% Complete** 100%  
**Requested By:** Brad **Assigned To:** Brad

**Description:**

The server should post a 'Incorrect password message, rather than just dumping out the user.

**Notes:**

Completed, should be present [half] with next server update, and then fully as of 2.0.10  
Reference [Internal Error] Number : 2.

**Feature ID: 16** **Project Name: Client**  
**Feature Name: Server Side Update Notification**

**Planned Build Number:** 2.0.10 **Start Date:** 4/20/2004 3:56:25PM **Priority:** Medium  
**Estimated Work:** 20 min **Due Date:** 4/20/2004 3:56:25PM **Status:** Closed  
**Actual Work:** 20 min **Completion Date:** 4/20/2004 3:56:25PM **% Complete** 100%  
**Requested By:** Brad **Assigned To:** Brad

**Description:**

Feature would entail the server notifying the client when there is an update, via a check at connection.

**Feature ID: 17** **Project Name: Client**  
**Feature Name: Skin Crafter**

**Planned Build Number:** 2.0.10 **Start Date:** 5/3/2004 7:39:34PM **Priority:** Medium  
**Estimated Work:** 3 hrs **Due Date:** 6/18/2004 7:39:34PM **Status:** Assigned  
**Actual Work:** **Completion Date:** **% Complete** 0% Complete  
**Requested By:** Brad **Assigned To:** Brad

**Description:**

Redo skin maker.

**Feature ID: 18** **Project Name: Client**  
**Feature Name: Public Game**

**Planned Build Number:** 2.0.10 **Start Date:** 4/29/2004 10:16:16PM **Priority:** Medium  
**Estimated Work:** 45 min **Due Date:** 6/18/2004 7:40:27PM **Status:** Closed  
**Actual Work:** 20 min **Completion Date:** 6/16/2004 10:03:05PM **% Complete** 100%  
**Requested By:** Brad **Assigned To:** Brad

**Description:**

Add the ability for players to create destrutable public games, and add new public rooms.