**TECHNICAL TASK**

**1 STAGE**

1. Development of AIMBOT, which includes the following attributes:

a. The ability to change parts of the body for aiming (Head, neck, body, legs)

b. The ability to select the range aimbot (distance)

c. The ability to control the speed of switching between opponents (sensitivity)

2. Development of a block for changing the field of view (FOV), including:

a. Ability to select and change the field of view in the game (distance)

**2 STAGE**

3. Development of Triggerbot, including:

a. Ability to automatically shoot when aiming at the enemy

b. Ability to select the distance of action triggerbot (distance)

4. Development of a block for displaying visual effects (VISUALS), including:

a. Ability to highlight loot and create images above them (show loot)

b. The ability to display transparent chams on the players (show chams)

c. The ability to turn on the ESC in 3D (show 3D boxes)

d. The ability to display the skeleton of the enemy (show skeleton)

e. The ability to display the distance of the remoteness of the enemy (show distance)

f. The ability to display the health level of enemies (show health)

g. The possibility of a 20-fold increase in the camera when aiming (hyper zoom x20)

h. Ability to display FPS in the game (show fps)

i. Display crosshairs in the center of the screen (crosshair)

**3 STAGE**

5. Development of a block of cheat settings in the game, including:

a. The possibility of forced stopping of the cheat with the choice of a button

b. Ability to set your own button to call the cheat in the game (menu key)

c. The ability to change buttons to activate aimbot in the game (aim key)

d. The ability to change buttons to activate the ESP in the game (esp key)

e. The ability to change buttons to activate the triggerbot in the game (trigger key)

f. The ability to change buttons to activate the chams in the game (chams key)

g. Enabling load read settings

h. Enabling save settings

**4 STAGE**

**Additionally:**

1. Classification: Internal

2. Graphical user interface (GUI) - attached to the task on freelance

3. Loader (main tasks) (other error codes, as well as the screen of the loader itself attached):

1. Must transfer to the site system information:
2. HWID
3. Operating system version
4. Hard disk information
5. Processor
6. User login errors:
7. Hwid
8. OC
9. Hard
10. CPU
11. Time
12. Block the work of the cheat, if it is frozen through the site
13. Receive from the site information that the user has purchased a cheat
14. Support two or more cheats (the ability to run a cheat from the list)
15. Block the work of the cheat, if the HWID / password or login does not match
16. When deleting the HWID through the site, the loader drops the binding

4. Cheat should work on OC: 7, 8, 8.1, 10 [x64 / dx11]

5. Under the radar in Pabg, make a translucent watermark logo: HACKGAMES

6. Cheat should work on the version of Steam | Mail.Ru