Here is what I have planned so far for 3.0:
Some functions that will let you access a file (open it, read it etc) such that it is read using the normal mix file scanning code (i.e. read from the mix file or read from the data folder)
Fix any memory leaks caused by Get_Player_Name
Fix any memory leaks caused by Get_Translated_Preset_Name (and friends)
Fix the reported bug with pinfo/id and entries that have no player name (it should be gone but some people say it is not...)
Fix the crash that some people seem to be having (if I can locate it)
Come up with a design for/implement support for multiple power plants (mainly some kind of power meter for the sidebar)
A new engine call to drop players from the game by player ID (just like what is used in part of the nick exploit fixes)
Engine calls for cPlayer::Set_Rank and cPlayer::Set_Ladder_Points (requested by WhiteDragon)
Engine calls for any other cPlayer/PlayerDataClass stuff that looks usefull
Fix the bug where ::Created is not called for scripts attached to a C4GameObj
Hooks to detect C4 and beacon detonation
A new dialog feature. This dialog displays a full screen "map" texture (which will be whatever is requested) and then a series of bitmap buttons which can be disabled if they dont apply. Full details are still to be worked out but this dialog will hopefully be usable for the following:
Repurchasability of stuff e.g. small base defences such as (in the case of reborn) lasers & Vulcan Towers.
Targeting for any kind of superweapon (by displaying a map of the enemy base with valid targets being the buttons you can press)
Chronosphere (and possibly Chronotank) logic (i.e. selecting the location to teleport to)
and possibly other uses.

There is also a secret feature in 3.0. I dont want to say what it is until it actually works but I will say that it is going to be BIG. (and thats all I will say on the subject)

I am now taking requests for 3.0, if you want me to investigate something (including something where I said "thats too late for 2.9, it will have to go into 3.0"), post now.