Figure out how EventSystem works

Have code so that when a menu is enabled, the event system’s currently selected object is changed to

Pistol

1. Semi-auto 9mm pistol that takes Glock magazines
2. Glock 18

Rifle

1. Civilian bolt-action hunting rifle
2. Semi-auto AR-15
3. F90 assault rifle with underbarrel grenade launcher

Shotgun

1. Sawn-off over-under double-barrelled shotgun
2. Shortened Adler A110
3. M26 in standalone configuration

Identified bug where most ADS animations won’t play after the player dies and respawns. The aim will change and the reticle will disappear, but the animations won’t play. This only seems to occur when the player dies and respawns, when the game loads directly into the target range scene.

Reload sequence will still progress even if the player is aiming down sights, without playing the appropriate actions. I need to add code so that the reload functionality cancels the ADS functionality and waits until that is finished (activated by a bool because reloading while aiming down sights might be valuable as an unlockable skill)

Try making movement physics, acceleration and deceleration work similarly to my bullet code

FPS things to fix

* Add recoil to guns (as in the kind that messes up your accuracy for gameplay purposes)
* Tweak walk cycle so steps play at the start of the cycle