Firing Range

Gun Clerk

* Allows the player to choose a basic weapon (no attachments, no camo) from the following categories
  + Assault
  + Sub-Machine
  + Light-Machine
  + Shotgun
  + Sniper
  + Side-Arm
* The UI will appear as a small menu on the right half of the screen with the Gun Clerk in the other half
* When the player chooses a gun, the gun clerk walks behind the wall and grabs the gun for you
* The gun clerk also notifies the player of when and where the next shipment will arrive for the [Base Loot System](file:///C:\Users\Matt\Documents\PoF-Planning\Documents\Base%20Loot%20System.docx)

Range

* Four lanes that each keep track of the following:
  + Accuracy (%)
  + Amount of targets hit in 60 seconds
  + High score at the range followed by the user who holds it
* When a player enters a lane to shoot he can activate the timer and the targets
* One target appears and the next target will not appear until the previous one has been killed
* The range will consist of small barriers and structures to provide a realistic combat situation.