Milestone 3 Feature Update

The following features have been implemented:

* A loading bar shows up which represents the loading screen of our game. It dynamically displays the name of the files currently being loaded
* The camera has been tweaked. However, it still does not handle collision with walls
* The UI shows the following:
  + The current lap of the player
  + A green health bar
  + A blue power up bar
  + The total score of the player
* The player can now shoot by pressing x
* Once the power up bar is filled, pressing y results in SUPER MODE!
  + Shooting in the super mode uses a super weapon that deals extra damage and has a unique model/sound
  + Upon using the super character model changes to SUPER MODEL!!!
  + After a delay the super gauge will empty and player will automatically be set to normal shooting mode
* At the start of the race the game will count down from 3 to 0, at which point all players will be allowed to interact with their cars.
  + During the count down, each number will be coupled with a timer sound
  + After the count-down finishes, game music will begin to loop in the background
* Once the game begins, all players must complete 3 laps.
  + As soon as the first person reaches 3 laps, they will receive a point bonus and the game is over
  + Point totals will be calculated for all players and the player with the largest score will be deemed the winner
    - Currently point scaling has not been balanced
* During the race players can shoot other players.
  + Upon hitting another player:
    - Player shooting will receive points
    - Player hit will take damage
    - Sound will be played
  + If a player’s health drops to zero
    - Player will respawn close to the previous location
* AI added
  + AI will complete laps, and dynamically adjusts course to do so
  + AI shoots at enemies in front of it, and uses super if available
  + If AI gets stuck facing the wall, will correct itself by backing up and changing direction

Controls for car:

* Right Trigger: Accelerate
* Left Trigger: Brake/ Reverse
* Y: Use PowerUp if available
* X: Shoot primary/superpower weapon
* B: Hand Brake
* Right Joy Stick: Camera
* Left Joy Stick (x axis) steering

Known Bugs:

1. Object deletion not optimized, game slows down over time
2. Gear changes sometimes stalls the car.
   1. To fix spam your trigger buttons