Due 11/13/12 last week before vacation Due Stage Three

* Radar functioning (Player in distance and shoots, gun only melee does not show)
* AI hunting people if player is in area
* \* 2 Game Modes
* Various Spawn Points (Function to see if enemies are in area, if so spawn elsewhere) \*\* MAYBE, one spawn point for now
* Players can move around, pick up and drop weapons
* Ammo pick up
* Players can kill each other.
* Weapon Damage
* Player Hud, display health in some way, weapons player has, ammo player has, does player have an objective
* Traps? If so a few.

\*Definitely Capture the flag (OFCTF), Deathmatch if there is time. If there is a Deathmatch option that means there will have to be a score board display. Just like Halo if the player hits select a score board will display.