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IDS Term 2 Proposal:
- For our second term IDS project, we will continue working on our 3d game in Panda3d. Many features have already been completed in the first term, but there are still aspects of the game we need to work on, which are listed below.

Features to be completed:
- 2-4 modeled ranged weapons
- 2-4 modeled melee weapons
- Animated weapons
- Animated character (Running, Crouching, Crawling)
- Basic storyline
- Enemies and NPCs
- Items which can be picked up
- Health, Food, Water, Inventory, and Weapon systems
- Dynamic loading of scenery

Work Division:
- Work division will be identical to the first term. We will be able to work on different systems on the game simultaneously, utilizing git's branching system and merges. The work will be divided equally.

Note:
- Testing files (in test/) should also be considered, as they are a necessary process in learning the Panda3d system.