3D Tank Game

Louis

* Todo
  + Textures
    - tank
    - helicopter
    - ground
  + Models
    - Helicopter
  + Sound
    - reduce lag
    - get more sounds going
  + Controls
    - get look working
* Done
  + Basic game framework

Josh

* Todo
  + Players
    - Helicopter
      * Controls
  + Functionality
    - Multiplayer
      * the whole enchilada
* Done

Mike

* Todo
  + particle engine
    - details in his folder
  + Finish up tank AI
* Done
  + basic tank AI