-Show instructions better for mech selection screen / or modify the controls

-Show visually that the player has locked on to the enemy

-Work on AI functions and AI state machine

-Display full controls better

-Modify assault stats

-Raise camera Height

-Fix weapon spawns

-Differentiate continue and next when cycling weapons

-Characterize mechs with names/give em a little flavor

-B button firing incident

-Mouse cursor should be disabled if it’s not in use

-Add visual cues for the boosting

-Melee weapons

-Sniper reload isn’t indicated well enough

-Rockets or flamethrower weapon