

Progress update for Rp2's Mutant Assault

Additions:

- *Added VIS to the level.
- *Added friendly police helicopters which are armed with bolt action rifles to help you defend Control Points.
- *Added 3 characters that you can buy before you spawn.
- *Added visceroids to the spawnable mutants, they are slow but strong, and have a very short range attack. Don't allow them to get near your control points, as they capture them with 5x the normal speed. When killed they drop a mutagenic crystal that hurts humans and heals mutants (will be recolored blue later so you can tell them apart from the crystals that are scattered across the level).

Changes:

- *Spawned mutant types now change as the game progresses, at the start it's just the basic but as the game continues more and more different varieties show up.
- *You can now purchase some special characters before you spawn.
- *You can now access your perks with the same style of system the phone uses before you spawn.
- *Visceroids have been added, they are slow but strong, and have a very short range attack, when killed they drop a mutagenic crystal that hurts humans and heals mutants (will be recolored blue later so you can tell them apart from the crystals that are scattered across the level).
- *Many more additions added to the config file for Mutant Assault, you can now make the mutants attack in waves, lock their health and speed for the entire game, change how long their spawn time is, change what death messages show up, and many other things as well.
- *Several fixes have been made with the friendly ai, it had issues with not doing shit if it saw an enemy while driving a weaponless vehicle.
- *Middle mouse now allows you to quickly switch to a grenade/Molotov, pressing it again switches you back to the weapon you had out when you originally pressed middle mouse.
- *Made it so buying armor now makes a sound, as well as losing/capturing a cp.
- *Increased the health of the flamethrowers flame tank, I realized that it was too weak when it died 10seconds into the round on my first test lol.
- *Available Special Characters to purchase:
 - Ninja: He has a katana, ninja stars, and a flak cannon for weapons.
 - Militant: He has an ak47, timed c4, and a tactical nuke for weapons.
 - Flame Thrower: Has a flamethrower and Molotov's for weapons.

Vid: <http://www.youtube.com/watch?v=xNMrTGKRr7U>

