I haven't had much time to work on the project, more important stuff in my life atm.

I did find the time to update a few things and I'm on 75% of my to-do list.

Here are the things I planned for version 2.0 BETA.

Version 2.0 fixes/changes:
- Fixed missing texture problems (should be). ****
- Fixed AI pathfinding problems on stage 2. ***
- Added VIS to improve performance.  **
- Added 2 new stages, total stages are now 5.  ****
- Added new AI bot types. ****
 * Different AI bots also have different names that should help to tell which does what, so you can plan your tactics beter. For example, the Nod Black Hand Watcher will have a beter sight and detection
range then other bots, he can "alert" other bots close to him of your presence a lot faster. AI bots with
unique names are "bosses" and you should wait for more team members to help you kill them.
- Added new crate bonuses. ****
- Added troop drop cinematics, aswell as other sneak attacks. ****
- Added overpowered bonuses at the start of the map for easy testing of this BETA only. ****
- Beter endgame. *
- Other small changes. ***

*/**** = How far I am with it. 1 * meaning not far up to 4 * means it's done.

I won't be able to tell when exactly the new version will be finished.

Edit: There will be no observer mode for Nod in this version.