Looks like its really comming along well. You should really think about releasing your scripts for flashlight as that is something i had intended to impliment to my own work but lack the experience in that area. Did you create all that stuff which you were showing with flashlight, cause that is by far alot more complex modeling then the other stuff. Either way the guns, the sounds, and the lighting is pretty cool. I love that countdown timer you got in the last vid, that's very much like a halo mission.

The only things i see far to much of is the high use of long tunnels for vehicles with not much purpose other then to drive straight through them. Alot of the texturing needs a lift, which i am sure you are already planning, just is boring to see a tunnel with all 4 sides the same texture etc. One thing i found annoying in halo was that darn sound when your health gets low o.O Other then a few minor flaws i think this has come a long ways, and i am glad to see others still working with this engine.