**Weapons Upgrades Standard Ship**

**Task:**

In the player controls, add numerical buttons user can press to cycle through different weapons.

Corresponding text should appear on the screen, every single time, a weapon is shifted.

**Active Weapon : ‘Weapon Name’**

**Weapons:**

* Normal shooting, a certain number of bullets, bullets coming from center
* Multishooting, missiles appearing on all rocket, shooting areas
* Spacial laser arrow – have 30 bullets in the entire game, shot from middle of ship
* Rockets – creating rocket, shot from middle of ship

**Detailed Coding:**

Regular Shooting:

* Disable rapid fire functionality

Rapid Fire shooting:

* Shoot 1 bullet at a time, by holding space bar down
* Each bullet has distance based delay
* Capacity maxes number of bullets; e.g. if the most you can shoot is 10 bullets, there will not be more than 10 bullets on the screen

Multi Shooting:

* Choose a certain number if NUMBER , missiles added at secondary shooting areas, any other number, added to all missile areas,
* Position needs to be calculated for all missiles, and need to be added to missile list as always
* All missiles can only be fired if there are more missiles than missile capacity possible on ship, so in this case 5
* Max number of missiles, truncated at ship capacity
* Might throw in remainder capabililty later.
* REMAINDER CAPABILITY: if missile capacity is 5, but can shoot 7 missiles, remaining 2 missiles can be shot at a delay after first 5 are shot.

Rockets:

* Fired at the center
* Go a bit slower than missiles, but pack more of a punch
* 30 rockets total game, ammo

Laser:

* Prevent Spacebar from being held
* 10 bullets ammo whole game
* Showed as arrow ((>>, tear drop shape, or wave shape

Overall Code Flow

**NEW FIELD:**

Need a field to tell you what the weapon is.

Need a shoot method, at this point (shoot)

In shoot method have if statements for all play

Need a method to toggle between all different weapon types

Need to set weapon type in that method

**Shoot method:**

* If statements for all player\_ship.weapon types
* Use spacebar in shoot method
* Regular shoot check spacebar previous and current conditions
* Rapid Fire same exact shooting conditions has delay between shots, same as existing code
* Laser and Rocket, multi shooting not rapid fire
* Multi shooting fire multiple bullets originating from the multiple missile areas on ship
  + Firing 5, all areas shoot
  + Firing 3, only areas closest to center shoot
* Laser and rocket originating from center

Tasks:

* Toggle between weapons, and set weapon type: ETC 1/28 end of day
* Display weapons moving, and interacting with enemy ships properly ETC 1/30 EOD

After this boss creation planning