**Description of features involved while completing the milestone 3 task**

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1. First additional feature that I’ve managed to do is Shooting. The difficulty with shooting was that initially I didn’t really know which parameters have to be used especially I was confused for a long while with the Game Level attribute, because initially when I was trying to retrieve my player’s position or the position of my mouse in the world I was always getting a nullPointersExceptions saying that the positions I require are Null. Over some time, I figured out that I need to pass the world parameter from game class directly into the Shooting Bullet class after my program knew to which world I’m referring to, so I was able to get all the positions for player, enemy etc… And so, I’ve managed to make my player shoot. However, then there was another problem. Since my bullets didn’t have any collisions they would just stack there infinitely causing lag’s and making it look very strange. To deal with that problem I’ve made my bullet to implement a collision Listener, so that whenever the bullet collides with the enemies the bullet would get destroyed. Also the bullet’s have 0 gravity so that they’re shot directly where the player have pointed to unless there’re walls or any obstacles in front of the bullet.
2. Second feature are Timers. I’ve made my bullet to disappear if they’ve been in contact with static object for 3 seconds, else it would be destroyed after 7 seconds if it hasn’t been in contact with anything. Even more, I’ve made my character to have 7 bullets and every time he shoot’s he loses one bullet, and when the character runs out of bullets reload timer is activated. There were some small slight confusions when i was trying to set up the timer simply because It was my first time using the timers, so I had to tweak some stuff to understand how it works. Other than that, there wasn’t any difficult aspects about it.
3. Third feature is a zoom in zoom out operation. If you press ‘Z’ the camera will zoom it, if you press ‘U’ camera will reduce the zoom.