# References

Particle system:

Unreal Engine 4 Particles - Cascade - Intro & Fireball

<https://www.youtube.com/watch?v=UJJxhW9jciM>

# What was hard

* The pointer that points to the closest enemy. The enemy array was not empting correctly when a enemy died, therefore we had to rework the OnEnemyDied delegate to also pass a Index witch was saved in it.
* Getting the enemy to rotate towards the player. I wanted it to lean towards the player, not just look at player and lean forward. Requiderd some finicy vector math.

# What was easy

* Enemy logic was hard until we switched to using enums for each state the enemy can be in, then it got a lot more manageable and easier to customize.
* The projectile onOverlap logci was relatively strait forward

# Buttons to play the game

* WASD - Move
* LMB - Fire
* SHIFT – Dash
* R - Reload