Project "Secret Features"

- Secret Features of Project:
  - A) https://www.youtube.com/watch?v=rOADq8-GsC4
    - See the attacks that start at: 03:11, 03:39, and 04:23
  - B) https://www.youtube.com/watch?v=LSvC0CsRlKY
    - See the attack that starts at 0:57

- Your tasks: come up with a design plan to imitate the key tricks of either attack A) or B) for your final boss fight. For A), that means copying the "image reversal" gimmick; For B), that means implementing necessary collision detections among different bullets.

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- Your To-Do list:
  - — Write up a detailed design plan describing the design impacts of introducing the chosen new feature. No format required, but the plan should be technical and informative: for instance, you could discuss what changes need to be made to your existing current design of the architecture and classes; what patterns might be useful, what patterns that used to work that need to be changed, etc.
  - — Commit the plan to your repository by 04/21/24 (subjected to change)
  - — By the final demo (which will happen during dead/finals week), make your best attempt to implement the new attack. You don't have to complete it, but if you do that would earn you a bit of extra credits.

- As a reminder, the final boss' other attacks should imitate the game play video on Canvas too:

iii. Specifically, the final boss must have two different stages of attack, mimicking the first stage and third stage of attacks in the video (01:36 – 02:22, and 03:07 – 03:52, respectively).