<https://drive.google.com/open?id=1UoKUM5pXUgEyVmmMoDKt65VfUoF0uD6I>

https://forms.gle/Wq9o3RYKyenBvGWa8

top left die under lives (lower the max height a player can move)

Adjust spawn rate at different points

Use clocks to add more rhythm to spawn rates adds variation

Perhaps a space invaders deal, wait for all enemies in the array are turned off, before turning them all on again.

Ashley’s Feedback

1. Can leave the screen by going to the top right of the screen, letting go of the keys and then holding up/right. If you do this to cheat your way to the boss, the turrets sometimes detach from the boss and don't move/shoot.

2. Lots of random damage when no bullet has hit the player ship and points being gained for hitting nothing. Seems to only happen after restarting the game in a single session.

3. Enemy bullets just disappear sometimes.

4. Boss collider too big? Player takes damage for being nowhere near it. - 4900 points gained for defeating a turret, no extra for actual boss defeat.

Response/Action Taken.

* 1. I have found the bug that allowed the player to leave the bonds of the screen on the top right and have implemented a if the players y position is more than the screen height, then make the players position y = screen height.
  2. As for the cannons moving out of sync with the boss, implemented movement using non-normalised vectors, and made added a logic check to make the cannons know they are in position before moving left and right which stops restarting breaking it.

1. In response to damage being done from hitting nothing I have implemented a bool to check if the bullet exists or not before checking collisions
2. Created a check to make sure the bullets weren’t already in use before firing them again, which seemed to be the cause of the vanishing bullets
   1. I am unable to recreate this issue as the boss turrets are the only objects with colliders and they only respond to player bullets.
   2. Fixed the score issue by moving some code out of a function and directly into the update function. Not sure why it was being skipped but it was.