Bullet Types

Normal ──→ hits anything, bullet breaks ── bullet breaks

Strong ──→ hits anything, bullet and wall breaks ── bullet breaks

Ghost ──→ hits anything, doesn't break anything ── bullet continues

drill ──→ hits anything, wall breaks. ── bullet continues

bounce ──→ hits anything, bounces back

└ could also have variants for each wall type

example: a bullet that is ghost but can only go though doors.

Bullet Affects Ghosts (in diff. ways)

Normal ⟶ removes ghost slow

Strong ⟶ removes ghost slow

Ghost ⟶ removes ghost slow

Drill ⟶ removes ghost slow

bounce ⟶ removes ghost and slow

Sticky ⟶ freezes ghost

Normal ⟶ good for windows — moves ghost to you, goes through ghosts

Strong ⟶ good for destruction — removes ghost

Ghost ⟶ good for going through walls — hits ghost, moves ghost outside

Drill ⟶ good for destruction — removes ghost, stops on ghost hit

bounce ⟶ good for navigation — go thru but slow ghosts

Sticky ⟶ good for navigation — freeze ghosts — sticks to ghosts

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Things can change

Don't hit ghosts w/...
normal → goes through ghosts
strong →
drill
Do hit ghosts w/...
bounce, goes through ghosts
sticky, sticks to ghosts, kits ghosts bullets
ghost bullets

change scale of bullet if ghost hit

change speed
Freeze ghost ✓
Slow ghost ✓

change pos
Spawn ghost at hero

change alpha
lower ghost + alpha
no ghost + alpha
or
slow

remove ghost
remove ghost
(remove slow)

Bullets

normal ———→ break windows, and shoot slime and ghosts

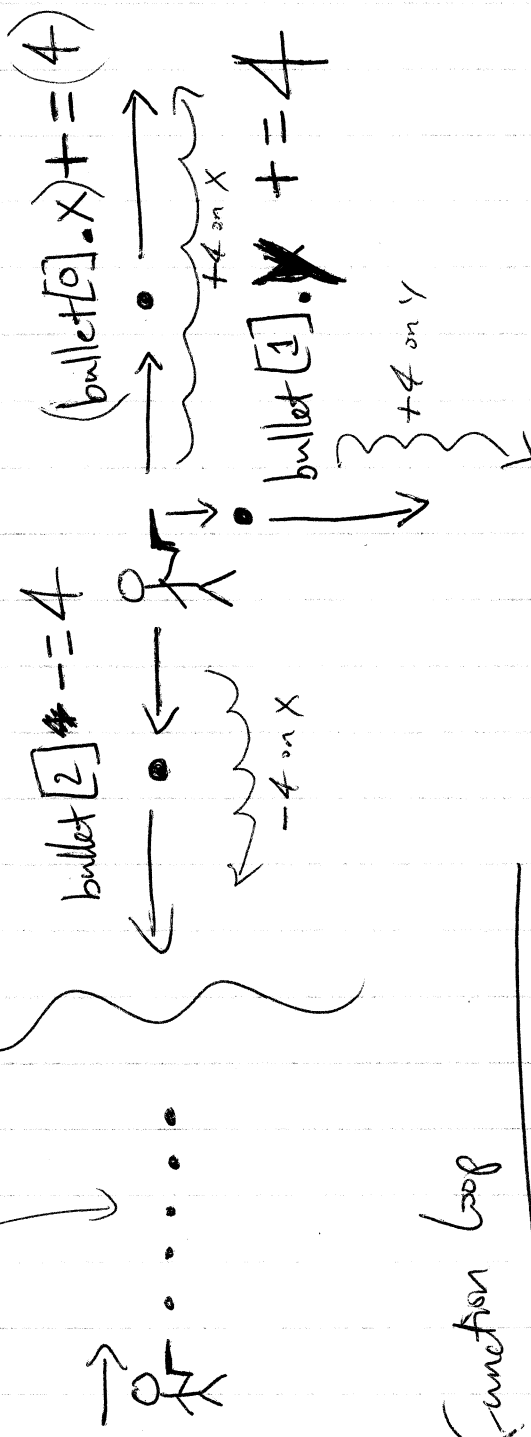strong ——→ only for level destruction

ghost ——→ only for ghosts

drill ——→ only for level destruction.

bounce ——→ for ghosts and slime.

sticky ——→ stops ghosts from moving, also use for level wall/darkness layout
↳ see walls, where they are, etc.
↳ and slime

← previous bullets there need to keep them speeds going

bullet [0]

bullet [1]

bullet [2] # -=4

−4 on x

(bullet[0].x)+=(4

+4 on x

bullet[1].X +=4

+4 on y

function loop

bullet [0].x
bullet [1].Y
bullet [2].x

Bullets

on fire, log current hero direction and apply that to bullet direction value

use an array $\longrightarrow$ with each bullet fired, it adds the next part in the array

↑ so it doesn't change anymore.

on..... moving"

change the hero direction to "up"

use hero direction to determine bullet direction and sprite to look up

hero

Fire bullet on KEY release

Bullet effects on Ghosts ← It's finished!

Normal → use to break windows and hit ghosts to draw them out to where you are, but you will have to be ready to take some "damage".

different bullets different playstyles

Strong → use to break open walls and get into rooms from the outside, but be careful not to hit any ghosts with it because it will remove their glow. (chain)

drill → Use to completely remove a vertical/or horizontal/straight wall (super useful) or use to "chain" hit ghosts to increase their glow/lower alpha to max (1) and increase their glow/scale to $1.5x$. (through walls)

ghost → use to completely get ghosts out of your way, but be careful, they will return outside, so watch out!

bounce → use to navigate dark areas, check distances, etc. or also use to bounce off of ghosts and slow them down to 1 speed.

stilly → Use to navigate dark areas, check distances, walls, etc. and use to "still" them to ghosts and freeze them in place.