Guns

The player owns four guns.

The guns are in a list. Gun[0] Is top gun, gun[1] is right, etc.

These gun objects are always there from when the player equips them. This way, ammo count is kept by the gun, and not the player.

When a gun is ‘equipped’ the gun object holds its own direction. The direction will not be passed from the player every time it is to shoot. When activated, the gun will check if it can make a bullet (if there is enough ammo), and then make a bullet object, unique to the gun. The bullet object will be passed the angle of the gun, and speed of the player; therefore when activated, the gun needs to be passed the speed of the player.

# Player

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To tell the player what guns are equipped, there will be indicators. I was thinking about filling the circle with a colour according to the gun, but I think that goes against the game’s graphical theme – only outlines should be used, really. So, either change the player’s outline, add an inner circle whose colour could change, or put some symbol in each of the directions. I think the symbol idea will at least do for now.