

Hummingbirds

Functionality

- Humming Birds Appearing/Disappearing
 - There is only a max of 3 Humming Birds
 - Humming Birds use the same appearing/disappearing logic as the snakes. Except only one humming bird disappears on a missed shot.
 - Humming Birds fly onto and off the screen.
 - When the birds fly off the screen they chose the side that's the shortest distance from their current location.
 - Play a SFX when a humming bird flies in.
 - Play a SFX when a humming bird flies off.
- Humming Bird Scoring
 - Take the score the humming bird earns and add it to the bucket score.
 - Example – A bubble hits a humming bird worth 100 points, don't show that value when it happens, the bubble then falls into the 100 point bucket. Instead of the 100 point bucket displaying 100 it now displays 200.
- Special Humming Birds
 - Splitter Humming Bird
 - This humming bird will split the bubble into two bubbles 5 times after being hit by the first bubble per shot.
 - This humming bird looks different from a normal humming bird.
 - 2x Humming Bird
 - These humming birds will multiple a bubble's points accrued by humming birds before falling into a basket.
 - Example – A bubble his three humming birds before falling into a basket. Normally this is worth 175 points, if one of those humming birds is a 2x humming bird that valued it double to 350.
 - This humming bird looks different from a normal humming bird.
 - Bonus Humming Bird Appearing Logic
 - Humming Birds can take the spot of any regular humming bird based on the chart below.
 - The "Award Special Humming Bird" column specifies when to take an existing regular humming bird and turn them into a Special Humming Bird.
 - For example, Random 2x means to take an existing regular humming bird and turn them into a bonus 2x humming bird.
 - Award special humming birds at the end of a shot

After choosing a Special Humming Bird, puff the old humming bird into a new humming bird.

Combo	Humming Bird Action	Award Special Humming Bird
1	Appear	Nothing
2	Appear	Nothing
3	Appear	2x
4	Appear	Nothing
5	Appear	Splitter
6	Appear	Nothing
7	Appear	Nothing
8	Appear	2x
9	Nothing Appears	Nothing
10	Nothing Appears	Nothing
11	Nothing Appears	Regular turns into a Splitter
12	Nothing Appears	Nothing
13	Nothing Appears	Nothing
14	Nothing Appears	Regular turns into a 2x
15	Nothing Appears	Nothing
16	Nothing Appears	Nothing
17	Nothing Appears	Regular turns into a Splitter
18	Nothing Appears	Nothing
19	Nothing Appears	Nothing
20	Nothing Appears	Regular turns into a 2x
21	Nothing Appears	Nothing
22	Nothing Appears	Nothing
23	Nothing Appears	Regular turns into a Splitter