**Statement that enters Boss Fight**

If(player.pos.x >= 104)

{

Switch Case(BOSS);

SpawnBoss();

LockCamera();

deleteEverythingElse();

}

**Boss Constructor**

Boss()

{

BossMaxHealth = 100;

FireRate = 3;

ShotsFired = 0;

FireDelay = 0;

}

**Boss Update**

BossUpdate(dt)

{

FireDelay += dt;

If(FireDelay > FireRate)

{

CreateFireBall(Boss.pos, Player.pos);

FireDelay = 0;

ShotsFired +=1;

If(ShotsFired == 5)

{

ShootThreeFireBalls(Boss.pos, Player.pos);

ShotsFired = 0;

}

}

If(BossHit)

{

BossHealth – BulletDamage;

If(BossHealth < BossMaxHealth/2)

{

FireRate /= 2;

}

If(BossHealth <= 0)

{

Swith Case(BOSSDEATH);

}

}

}