

# Main Changes

## Root

### /Content

#### /Sprites

Added bomb image and copied player explosion to every enemy that explodes when hit with the bomb.

#### /Sounds

Added different music file.

#### /Levels

Changed every level to make them longer and more playable.

### /GameManagement

#### /Camera.cs

Added Camera.cs

#### /GameStateManager.cs

r 9, 61 - 68. Added a static variable that is only true if a level is drawn.

#### /SpriteGameObject.cs

r 32 - 60. Draw all sprites with the camera offset and move objects in the background slower to give a parallax effect.

### /GameObjects

#### /Bomb.cs

Added Bomb class

#### /BombPhysics.cs

Added a copy of PlayerPhysics that handles the physics for the bomb.  
r 15 - 16, 80 - 97. Added gravity and friction physics to the bomb.

#### /Player.cs

r 14 - 15. Added static variables of position velocity and a variable indicating if the player model is mirrored.

r 79 - 81. Set static variables

#### /Enemies

Added a Collision checker for bomb in explodable enemies

### /Level

#### /Level.cs

Every mountain added is a layer lower than the one before.

#### /LevelLoading.cs

Added a static variable that indicates the length of a level.

## Smaller Changes

Except from the above mentioned main changes we have added or changed layers on certain SpriteGameObjects so that those objects do not move on the player's screen or so that parallax scrolling works.

**Press B to throw a bomb.**