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package com.blindtigersgames.werescrewed.entity.mover;

import com.badlogic.gdx.math.Vector2;
import com.badlogic.gdx.physics.box2d.Body;
import com.blindtigersgames.werescrewed.WereScrewedGame;
import com.blindtigersgames.werescrewed.entity.Entity;
import com.blindtigersgames.werescrewed.entity.Skeleton;
import com.blindtigersgames.werescrewed.entity.platforms.Platform;
import com.blindtigersgames.werescrewed.entity.screws.Screw;
import com.blindtigersgames.werescrewed.sound.SoundManager;
import com.blindtigersgames.werescrewed.sound.SoundManager.SoundRef;
import com.blindtigersgames.werescrewed.util.Util;

public class CannonLaunchMover implements IMover {

    Skeleton cannon;
    float impulseStrength;
    float delay;
    SoundManager sounds;

    public CannonLaunchMover( Skeleton cannon, float impulseStrength,
        float delaySeconds ) {
        this.impulseStrength = impulseStrength;
        this.cannon = cannon;
        this.delay = delaySeconds;
        loadSounds();
    }

    @Override
    public void move( float deltaTime, Body body ) {
        delay -= deltaTime;
        if ( delay <= 0f ) {
            // Gdx.app.log( "CannonLaunchMover", "LAUNCHING!" );
            Vector2 impulseDirection = Util.PointOnCircle( impulseStrength,
                cannon.body.getAngle( ) + Util.HALF_PI, new Vector2( ) );
            body.applyLinearImpulse( impulseDirection, body.getWorldCenter( ) );
            ( ( Entity ) ( body.getUserData( ) ) ).setMoverNullAtCurrentState( );
            // delete

            // this

            // mover!
            SoundRef launch = sounds.getSound( "launch" );
            launch.setVolume(1.0f);
            launch.play( true );
        }
    }
}

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        cannon.addBehindParticleEffect( "cannon", true, true ).start( );
    }
    sounds.update(deltaTime);
}

@Override
public void runPuzzleMovement( Screw screw, float screwVal, Platform p ) {
    // TODO Auto-generated method stub

}

@Override
public PuzzleType getMoverType( ) {
    // TODO Auto-generated method stub
    return null;
}

public void loadSounds(){
    sounds = new SoundManager();
    sounds.getSound( "launch" , WereScrewedGame.dirHandle +
"/levels/dragon/sounds/cannon.ogg");
}
}

```