

# Sprint 4 – Team No.1

Done:

- Place a bomb with AOE damage
  - Created a bomb prefab with a Particle System for the explosion
  - Created *BombController.cs* script that is attached to Player
  - BombController.cs has 2 fields that could be at the moment customized:
    - *timeUntilExplosion* - the time in seconds between the moment the player placed a bomb and the moment the particle system activates and the explosion would affect the enemies
    - *nrOfBombs* - the number of bombs the Player has available at the moment
  - After the Particle System of explosion effect is finished, the object instantiated is destroyed, *Stop Action* propriety being set to *Destroy*
- Special room to go to Floor 2
  - Created *FinalGround* prefab that has a *Portal* GameObject as a child
  - Created text in HUD that informs the user to press *E* to go the next level and it appears when the player is on the portal
  - Created *GoToNextLevel.cs* script that it's attached to the portal GameObject and when the Player stays in trigger and presses E, it will load the next scene
- Adding special rooms at the beginning/end of the level
  - Changed LevelGenerator script for this
- Ammo and reloading in HUD
  - Rename PlayerHealthController script to HUDController in order to reflect the fact that it contains all the elements which form the hud: health bar, gold and now gun/bullets bar.  
Added Methods:
    - Update(): to display the updated number of shooted bullets.
    - ChangeValueOfActiveMagazine(int currentValue): is a public static method which is called in GunFiringController when the gun is firing and the number of bullets decreases. The function updates the number of bullets in HUDController.Updated Methods:
    - Start(): initialize the new variables and display the first text for gun bar.
  - Create "GunBar.cs" script which contains 2 methods (very similar to "HealthBar.cs"):  
SetBullets() and SetMaxBullets():
    - SetBullets(int bullets) modifies the bullets sidebar to represent the amount and color corresponding to the "bullets" parameter.
    - SetMaxBullets(int bullets) initializes the gun bar to its maximum value, which will be equal to the "bullets" parameter.

Done:

- Spawn coins and potions throughout the rooms
- Smaller improvements

- GUI smaller
  - Animation for reloading
  - Better reloading mechanic
  - Smaller collectibles