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The feature did not impact our design strategy. We just created a new command to delete collisions between a special new bullet and any bullet. We didn't have to refactor any code to accomplish the feature, we just had to add a few simple command classes and list of special bullets..etc. we implemented the design attack where the bos shoots a special bullet that pushes other bullets away and on collision with screen bounds, it creates a shower of bullets.

P.S I wrote the return statement, I am sorry