Team Name: The Shanties

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Secret Feature 1:

For this feature, there is quite a bit of work we still need to do to make it easier to implement. The reason for this is because all player movement is currently contained within the player's update function. First of all, we would want to make an input manager that handles player input. The input manager would take input (for example, pressing 'w') and send the appropriate response. Using the input manager, we could easily invert the controls by simply altering which response is being sent by different keys.

The only other thing we would need to implement is some sort of way to indicate to the player that controls have been inverted. We could flip the screen somehow or add an animation. Having our MVC architecture more fleshed out would certainly help with this feature as well.

Secret Feature 2:

This feature will be relatively straightforward to implement. We used the command pattern to handle collisions, so to add a bullet to bullet collision, we would simply need to create a new command for that and attach it to the bullet that should be allowed to destroyed other bullets. Make a new property in the bullet called 'canDestroyOtherBullets'. Check that boolean in the collisionDetect