**Secret Feature:**

The secret feature that the team intends to implement is to modify the movement pattern of the boss and projectiles. As of now, the projectiles have linear movement. The list of projectiles can have an additional specialized movement so that there is a phase difference between each projectile, such as sin or a cos phase that would give a periodic pattern. This movement feature of each projectile may be achieved by modifying the direction vector of the projectile. This event will be triggered when the final boss's health reaches a certain limit or after a certain amount of time.

To achieve this, the command pattern looks helpful as it will invoke the command to toggle the movement based on the time or health of the final boss. In order to implement a different movement, we will have to create another concrete movement class and a factory for it.

To implement the command pattern, we can proceed as follows:

* Receiver will be the boss class.
* The function to switch between projectile movements will be called inside the hit() by invoking the execute method inside the boss class if the final boss’s health reduces to a certain value.
* Concrete commands will be created inheriting from a common interface to toggle a certain projectile pattern.