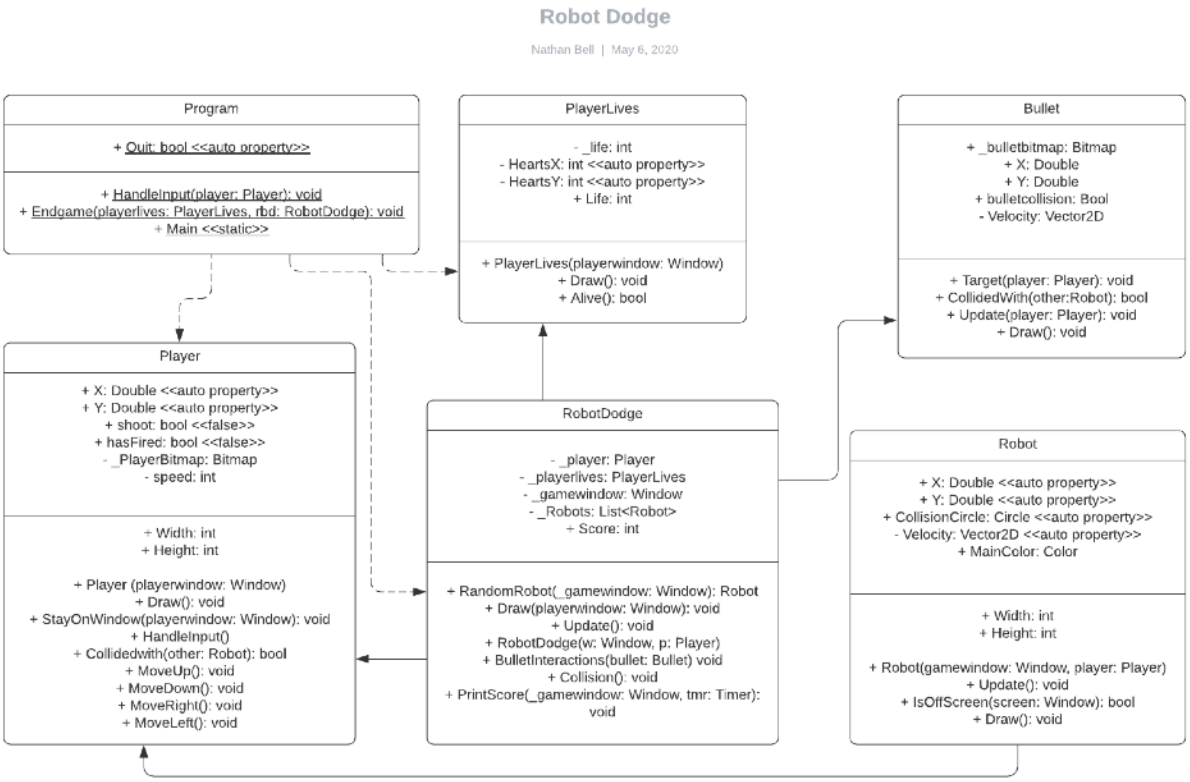
Robot Dodge

UML Diagram



When adding the bullets to the program, I came into many issues. The first was managing to drawing the correct bitmap for the side of the person that it was being shot on. This turned out to be a simple if statement based around the mouse's 'X' value.

I used the same concept for how the robot moves to make the functionality for shooting a bullet. Using two Point2D's, I could then create a velocity Vector2D.

The next issue that I ran into was drawing the bullet. I would either have an issue where the bullet would draw but not move from the player, or the bullet would only draw momentarily and then disappear like it wasn't a part of the while loop that is in program.

After fixing that issue, I then created the ability for bullets to destroy the robots. Upon a bullet hitting a robot, both the bullet and robot will be removed, similar to how a robot would disappear upon hitting the player.