Bullet Pattern Package

Added:

1. (Prefab) BossShootingSpot
2. (Script) BulletPattern)
3. (Script) BossShootingScript

Changes:

(Prefab) Bullet Blue’s (Script) BulletScript is replaced with (Script) BulletPattern.

(Prefab) Bullet Red’s (Script) BulletScript is replaced with (Script) BulletPattern.

Note:

1. Code is not optimized to have value to be changed in the hierarchy.
2. Code is not optimized to have the bullet shot to be changed in the hierarchy.
3. Bullet works with the object pooling. (Tested)
4. The bullet spawns in the middle of the game object with the attached script.
5. Only 1 bullet pattern is implemented.
6. The rest of the bullet pattern needs more discussion with the designer.