Bullet Pattern Package

Added:

1. Ultimate Attack

Note:

1. The attack for the ultimate attack is split into 3 different section
2. 2 of the section is coded in the pattern, the last 1 is for you to recreate as everything is already coded before
3. 1st pattern is Chaos Vortex, which spawns bullets around the player then moves in towards the player
4. 2nd bullet is Super Ultra Mega Death Bomb, which is a faster bombing run for 2 seconds, then it drops a bomb that explodes into a lot of bullets
5. 3rd pattern, please reference to the designer’s notes about ultimate attack

Wong Changes:

**BossShootingScript**

* Added a ‘ULTIMATE\_ATTACK’ enum to BulletPatternType
* Moved ‘Chaos Vortex’ & ‘Super Ultra Mega Death Bomb’ from setBulletFunction() to its own function to allow simultaneous execution with the other patterns
* Added/Edited a few variables to ensure it works with BossAIScript
* Commented quite a few codes, if no longer needed, you can delete them

**BulletPattern**

* Set ObjectPooler.Instance.getPooledObject("Rhythm Bullet"). Was initially set to “Bullet Red”, giving out errors
* No other changes other than editing the sound SFX codes to ensure it works

**BossShootingScript**

* Just for Sean: Ultimate1, Ultimate2 & Ultimate3 bool is set under -> BossAIScript - > MultiFunction & MultiTimer Function -> if(ultimateTimerHasStarted == true){ THIS SECTION }