Each bullet pattern has different enum to activate

1st Bullet Pattern

Use the TURNING\_RIGHT enum to initiate the 1st bullet pattern, the pattern ends after the bullet pattern reaches BOTH\_TURN, then it automatically sets the bullet to REST

2nd Bullet Pattern

This bullet pattern has 2 sets, BOMBING\_RUN and RAINFALL. These 2 enum does not automatically to back to rest, so you can time it yourself

3rd Bullet Pattern

This bullet pattern is a combination of the previous enum and a new 1. The BOTH\_TURNING will end with rest, you can remove the code in the bullet pattern if its too annoying to time. The new bullet enum, CONE\_SHOT, does not end with rest when it finishes.