Classes needed,

Three cCritter3Dcharacter classes, one for the first room, one for second room and one for boss chamber.

A cCritter3DPlayerBullet class for the bosses’ projectiles.

Add a knockback force class for the bosses’ collision with the player effect

Need to edit VK for using wasd

Might need to edit the cScooterYHopper for strafing

Shield

cCritterEnemyOne : cCritter3Dcharacter

{

public cCritterEnemyOne( cGame pownergame )

public override void update( ACView pactiveview, float dt )

public override void die()

public override bool IsKindOf( string str )

public override string RuntimeClass

}

cCritterEnemyTwo : cCritter3Dcharacter

{

public cCritterEnemyTwo( cGame pownergame )

public override void update( ACView pactiveview, float dt )

public override void die()

public override bool IsKindOf( string str )

public override string RuntimeClass

}

cCritterBoss: cCritter3Dcharacter

{

public cCritterBoss( cGame pownergame )

public override void update( ACView pactiveview, float dt )

public override void die()

public override bool IsKindOf( string str )

public override string RuntimeClass

}

Ricochet

cCritterBossBullet : cCritterBullet

{

public cCritterBossBullet()

public virtual cCritterBullet Create()

public override void destruct()

public virtual void initialize( cCritterArmed pshooter )

public override void update( ACView pactiveview, float dt )

public void nullTheShooter( )

public override int collidesWith( cCritter pcritter )

public override bool collide( cCritter pcritter )

public virtual bool isTarget( cCritter pcritter )

public override bool IsKindOf(string str)

public virtual cCritterArmed Shooter

}

cListenerScooterYHopper : cListener

{

}

vk

{

public static Key[] key;

public vk()

}

cForceKnockBack : cForce

{

public cForceKnockBack()

public override void copy(cForce pforce)

public override cForce copy()

public override bool IsKindOf(string str)

public override bool isGlobalPhysicsForce()

public override cVector3 force(cCritter pcritter)

}