

The secret feature introduced is a heavy projectile for the final boss. It will push other projectiles and change their direction towards the heading of the heavy projectile. This was accomplished by having FinalBossHeavyProjectile conform to Component and ICollisionObserver which has a OnCollisionEnter(Collider) function. Within OnCollisionEnter, the collider transform a fellow enemy projectile to travel in the same direction by applying a force in the heavy projectile's direction. Of course, if the projectile hit the player, it will apply damage and be destroyed.

No changes were necessary to the existing code or architecture other than creating instances of the projectile. In FinalBossGun, a function called CreateAndFireHeavyProjectile was added to create and fire the projectiles.

*See UML Diagram on next page.*

