**GAM523/DPS923**

**Lab Five**

For this lab, you are requested to add the shooting functionality to the lemmings. Once a lemming is clicked, a bullet should be spawned from the top right part of the lemming. Spawned bullet should move horizontally toward the right most side of the screen and disappear. If a bullet collides with another lemming, that lemming will be wiped out from the screen.

You will need to:

* Add shoot() method to lemming class
* Develop the Bullet class. The collision logic for collision goes here as follows:
  + Within the animate function of the bullet (which is called periodically):
    - Get access to all contents on the screen
    - Loop: Iterate through all elements on the scene (let’s call the iterator as: elem)
      * If the type of elem is of lemming class, then check the coordinates of the bullet with that of elem
      * If the bullet is close enough to the elem and tht type of elem is lemming, then remove it from superview.