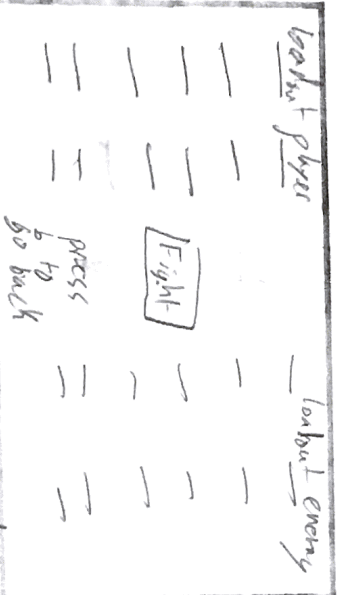
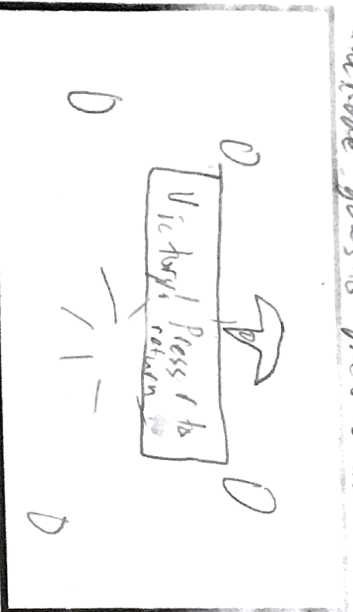


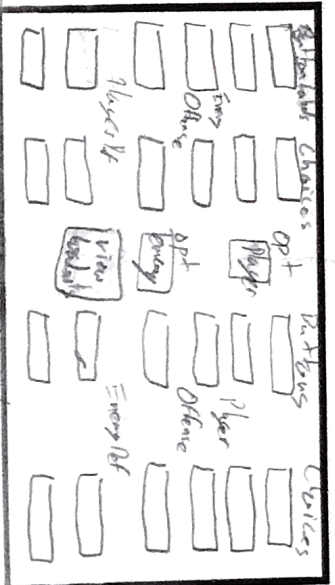
Why would someone use this tool



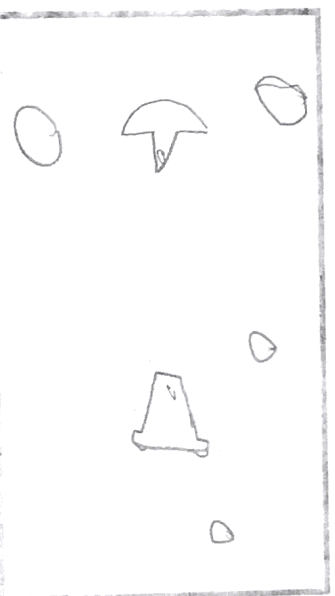
Once both the enemy and player have loaded in optimal loadouts the mode goes to view loadout



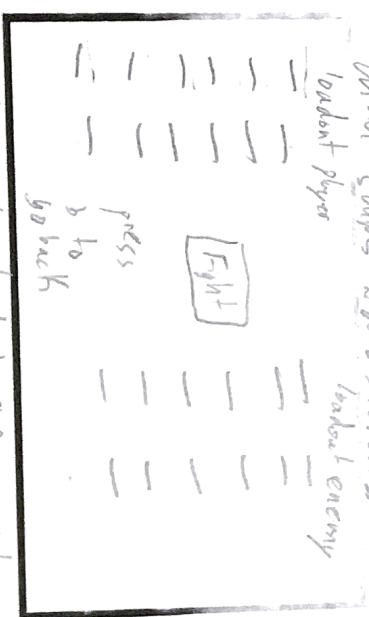
When ship explodes, game freezes with option screen



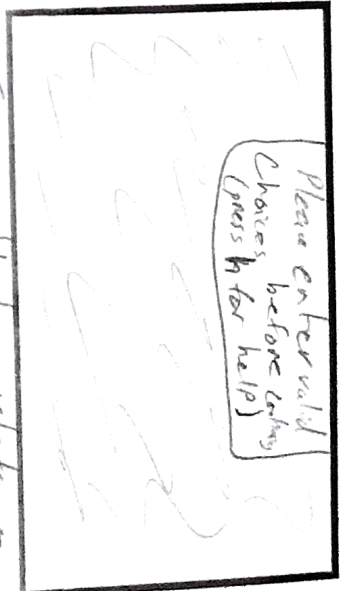
UI with all player choices, and buttons to select



Once fight is selected, the space arena loads in with ships and asteroids



Returns to loadout screen where they can choose and then opt in



Ensures that constants are valid before they are optimized



Player is able to fire the amount of weapons in loadout (up to 4) and has a side scroll environment

