**RAIN+BOW**

Shield : Can be enabled whenever, stays for a super short time (1 sec) , cooldown de genre ~10 secondes.

**3 ship types**

* Fast/weak
* Avg/avg
* Slow/strong

Can change whenever, on-hit you lose ability to transform into that ship, when no more ships you die

You can find repair components, 3x per ship-type to regain ability to transform into that ship

**3 attack types**

* Sniper : precise, charge, splits on contact, one shot kill, super small collision box
* Missiles : ai-controlled, charge, strong
* Machine gun : no charge, weaker

Can shoot simultaneously but « energy » is shared, single weapon = more focused = more powerful (charge is faster or rate of fire increases)

**3 attack levels**

* Sniper :
  1. Split 2x
  2. Split 3x
  3. 4x Fat lasers? Split à tête chercheuse?
* Missiles :
  1. 4x
  2. 6x
  3. 8x + splash damage
* Machine gun :
  1. Direct shot
  2. Wide/spread shot
  3. Passer à travers des ennemis? Rebound on walls? Layers of different bullet powers/size?

Lose 1x upgrade for each on-hit.

Random drop, comme les pièces de repair.

**Enemy types**

* Horizontal :
* Suicide bombers : Follow, explode on contact
* Snaaaaaake : Sine-wave, turrets on head/tail, turrets are weaker but harder to hit, body kills whole thing
* Typical shooter enemy : weak-ish, 1x formation, shoots double shots, splits on death to 1x shots
* Wall-type : slow-moving avec réacteur, no shot mais kill on contact
* Mine/bomb-type : explodes on death with missiles, kills everything around including you, moves as you shoot it

**3 Bosses (1 per level)**

* Cross-boss : 4 end-points à détruire, si détruits ça révèle un core à détruire 3x. Invert spinning direction chaque fois qu’il « meurt ».
* Boss modulaire : start with one, everytime you kill it it multiplies
  + Leave walls between each subsection
  + Get closer as it multiplies
  + Virus-type : multiplies over time, the more you wait the less playfield you get