**PowerUP List**

* **Piercing**
  + ***Does not get destroyed upon impact with enemy for 5 shots(add 5 shots)***
* **Rapid-Fire**
  + **Shortens/Removes fire rate restriction for 10 shots (adds 10 shots)**
* **Bomb Shot**
  + **Explosions from destroyed ships are larger and touching the explosion destroys the opposing ships around it for 1 shot (adds 1 shot).**
* **Homing**
  + **Shots will home in on enemies for a 2 shots (add 2 shots).**
* **Normal Shots**
  + **Shots will return to normal (adds 0 shots).**
* **Just Ammo**
  + **Only adds 5 ammo.**

**Suggestions:**

**Went from time to ammo shots**

<https://github.com/DaGateKeeper/Sub_survival>