

Fartail idea

Player hits enemy:

Center: 10

Side: 6

Pixel hit: 2

enemy health rankings:

△:

Health: 15

Damage: 10

Ammor: 5

□:

Health: 6

Damage: 2

Player control cannon:

Health: 20

Damage: varies between 10, 6, and 2

Ammor: 10

rules:

Enemies come in waves depending on how good you do (time spent, damage dealt, health remaining), you get upgrades to your stats and get awarded points to spend it on.