E Behaviors

ETYPE X Y   ENABLED MODA MODB ← run Delay

{0, X, ~~Y~~, true, YGOAL, YSpeed } ——→ Crow, flaps across @ constant speed

{1, X, Y, true, timer/weight, shoot timing } ——→ Skull, stays Right and shoots, then moves across @ constant spd

{2, X, Y, true, ? ? } ——→ stalag tite/mite   Moves across @ const spd. stops bullets, can't be killed

{3, X, Y, true, XVel, XAccel } ——→ Wisp, moves across @ increasing speed, can't be killed, doesn't stop bullets

{4, X, Y, true, timer, shooting } ——→ Ghost, sim to skull, can't be killed, doesn't stop bullets

BOSS
{5, X, Y, true, HP, shoot timing } ——→ Flying snake, stay right & move up & down, shoots double bullets, Pauses list progression until killed, has HP

BOSS
{6, X, Y, true, HP, shoot timing } ——→ Beholder, =
shoots from many eyes   Lazers??? to make timing play field?   ~~shoots @ player rather than straight across?~~ ~~shoots from many eyes~~   has HP

BOSS
{7, X, Y, true, HP, shooting } ——→ Owl =   " shoots dead rats @ player
    has HP

Bosses have nonsense delays

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