stealth\_shooter\_levels\_v16.1 — Drop‑Gun Power Fix

# What was broken

v16 accidentally removed the player power‑up behavior after picking a dropped gun: shooting always fired a single bullet and drop specs were hard‑coded.

# Fixes in v16.1

• Restored Omni‑gun power: while active, Space fires a 12‑way radial burst (same as v15.x).

• Drop spec now comes from enemy kind (KINDS[kind].drop) with a fallback; HUD shows remaining power time.

• Added a smoke test that asserts the Omni‑gun spawns many bullets when active.

# Notes

All other v16 features remain: one‑time screen fit, area‑scaled time and densities, safe‑zone bullet nullifier, roster variety.