stealth\_shooter\_levels\_v16.2 — Startup Fix

# Root cause

A duplicate constant declaration threw at parse time (e.g., LVL\_ENEMY\_BASE / DEPOSIT\_SPAWN\_LVL\_STEP), halting script execution before the canvas size was set. The visible 300×150 canvas was the browser default when JS fails.

# Fix

Removed duplicate declarations; kept a single source of truth for level constants. Added a tiny on‑screen error box that shows the exception message if initialization ever fails.

# Behavior preserved

One‑time screen fit, area scaling, dropped‑gun Omni power, enemy roster scaling, safe‑zone rules, hearts, and countdown/game‑over flow remain unchanged.

# Smoke test

A runtime assertion ensures Omni‑gun fires a radial burst when active.