stealth\_shooter\_levels\_v17.1 — Stamina Fixes

# What changed

1) Stamina pickup now visibly expires (15s on the ground) with a countdown rendered above the cyan icon.

2) Super Sprint effect now lasts 10s after pickup. While active, the stamina pill shows “SUPER X.Xs”; below 3s it blinks red. When it ends, all visuals (pill glow, on‑player ring, label) clear.

3) The stamina gauge continues to scale with map area, and its max is updated live so the bar ratio stays correct when Super ends.

# Kept from v17

Double‑tap sprint, stamina drain/regen, safe‑zone rules, dropped‑gun power‑ups, hearts, roster scaling, screen‑fit world, countdown/game‑over flow.

# Sanity checks

Runtime assertions verify stamina drain on sprint and that Super toggles the pill class on/off.