Credits balance

* Player should start the game with 0 credits
* Assuming the player has 10,000 credits, and we are trying to avoid an “OP” Weapon that effectively breaks the game
  + Fire mode will add a multiplier to every other weapon stat
    - Single = 100% of cost
    - Burst = 125% of cost
    - Auto = 150% of cost
  + Projectile count = 200 / projectile
  + Spread cost = (spread – 25) \* 30
  + Burst fire count = 250 \* burst fire count
  + Cooldown time = (1 – cooldown time) \* 5000
  + Refire Time = (1 – cooldown time) \* 5000