Shield and engine customization

1. Shield customization
   1. The view of the player ship in the bottom of the screen should have a stationary enemy firing 1 shot a second at a player ship, the shield bar should be visible under the player ship.
   2. Shield Strength slider
      1. Lowest shield strength should be one hit, or 10 hp.
      2. The slider should increment by 10
      3. Maximum of 200
      4. Shield strength cost = (strength – 10) \* 10
   3. Shield recharge slider recharge / second
      1. Only recharges if player hasn’t been hit in the last second
      2. Minimum is 0
      3. Increment by .5
      4. Maximum of 10
      5. Shield recharge rate = rate \* 600
   4. Color change? Free
2. Engine Customization
   1. This view of the players ship should give control to the player, allowing them to fly around and get a feel for the ship
   2. Speed
      1. Lowest should be .5
      2. Increment by .25
      3. Maximum should be 2
      4. Speed = speed \* 1000