Starpower Alpha Test priority fixes.

* Buttons need a border.
* Help menu
  + How to play, enemy types.
* Better font on the customization buttons Primary Secondary shield etc.
* Enemy bullets need to be distinguished from player projectiles
* Enemies with more weapon types than shooting straight.
* Level 1 to difficult. Need to implement credit balance to really test this.
* Level 1 to long, needs better incline in difficulty
* Engine and shield customization
* Bullet types.
* More powerups (LIGHTNING GUN!!!!)