Starpower boss features

* Separate turrets firing basics bullets
  + These should fire at the same angle, making the bullets parallel
* Significantly more health
* A slowly recharging shield. If you don’t do damage quickly the shield will regenerate.
  + This forces the player to fight aggressively, preventing a quick tap and hiding in the corner
* Every so often will release a heat seeking missile
* Even more rarely a tractor beam will attempt to lock the player in place (this is more of a scare tactic than a damage dealer. Except maybe a few passing shots from the main cannon
* Maybe this level cannot be a scroller? Instead it’s a top down 360 play? Where the player can turn instead of just moving side to side. (THIS IS FOR FINAL CUT ONLY)
* I want a big laser that sweeps left to right of the play field, forcing the player into the corner of the screen.
* There should also be regular and tanky enemies spawning every so often to keep the player on their toes.

1. Full Health boss features
   1. Basic turrets, turrets should rotate, following the player, at a slower speed, so that the player can outrun the turrets. These should fire about once a second. Allowing a skilled player to slip between the bullets.
   2. Every 30 seconds the boss should launch a massive laser inflicting massive damage unless the player exits the beam. There should be a warning visual and sound for this beam. The beam will fire straight down, blocking the path of the player and should last for 5 seconds. Effectively cutting the screen in half for the player.
2. 2/3 health boss features
   1. The basic turrets should now fire about twice a second
   2. The Boss will now fire 2 lasers, at 45 degrees, cutting the screen into thirds.
3. 1/3 hp boss features
   1. The turrets will fire 2.5 times a second
   2. Same laser as 2/3 hp boss
   3. The boss will launch a barrage of 3 rockets that will track the player, difficult to dodge, but can be destroyed by shooting them, Basically a long range bomber enemy.
   4. This will happen every 15 seconds.