

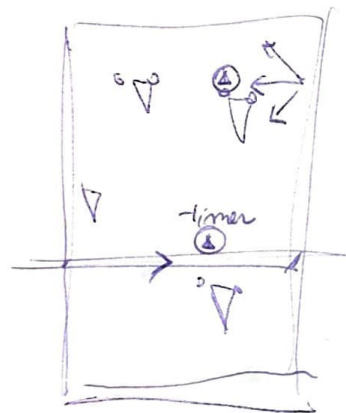
- slow time
- ship size
- bullet size
- bullet speed
- extra gun
- shield (unlock)
- shield strength
- shield cooldown
- movement speed
- health +

struct  
to hold  
values

allow  
loading

→ smaller

\* restore health  
20%



add ranking screen



\* game over

→ spend ~~all~~ 80%  
XP to continue

XP

AF/AN/SA/RU  
□ □ □ □



unlock  
next level (gain more  
XP)

0.02

0.48

0.96

0.98

0.32