Instead of tumbleweeds it’s a ball of wires 

We could maybe have some sort of animal that you have to avoid shooting or you will lose points

Scoring could be determined by accuracy, speed, and by not hitting certain obstacles

Cactus obstacles that make the player worry about horizontal bullets

Enemy health bars

Tumble weeds might cause stun damage

How to help the player if they are stuck on a level. Do we let them go back into town without beating the current level or do we send them back to the night before so they can spend their time in town more wisely. I think when a player dies they should have the option to restart the level or return to previous day (after they beat the previous level and they went into town)