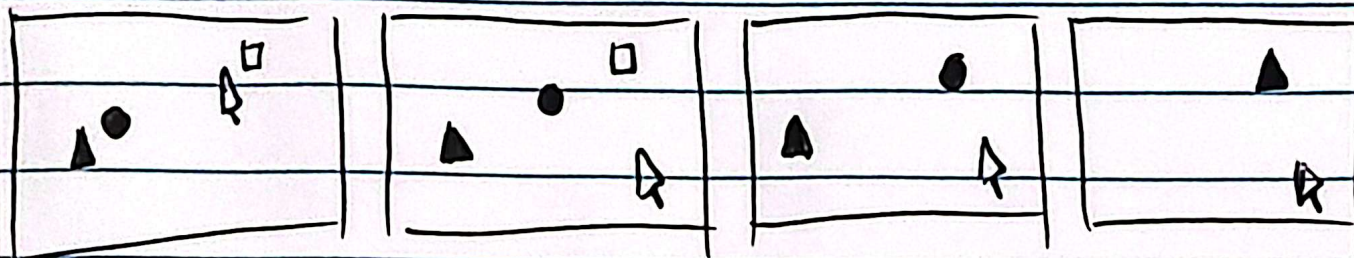


Player Clicks,	Bullet travels to cursor	Bullet continues to follow cursor	Can aim to Hit enemies
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Bullet fires @ mouse	Does not follow mouse & slows down	Stops after Hitting enemy	Must be picked up to fire again
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