List of changes:

-New levels

(I found a good way to add enemies, just talk to me if you would.)

-Add new enemies

Fast , Tracking, Torpedoes

Boss

Splitting Ball

Torpedo Turret

Laser Turret

-Add a second type of Food????

-Random Pickups at random intervals between 45 and 1:30

Restore Shield

Enemies Freeze

Infinishield

Mini-Ball

Health-Restore

-Score

-Pause screen

-Start Screen

CHANGES DONE:

-shield visual

-enemies lose speed over time (very slight)

-if you run into the enemies, they gain a fourth of the speed you hit them with

-Enemies

Fat

-Gain Health from eating food

-Lose size as you get hurt.

-Health with health bar

-Shield with shield “bar”

-Levels cycle