Difficulty:

* Level/Power: modifier in the code that affects everything
* Firerate
* Environment: Levels get harsher with enemy placements and combinations.
* Enemies
  + Aggressiveness
  + Stronger
  + More complex
* Dungeons get harder every time both in overall planet progression and depth
* Color shadow and gun shadow indicates strength
* Tutorial:
  + Ship for movement and inventory
  + First rooms for combat and world
* Fix the first rooms in every dungeon
* ALWAYS ALLOW ACCESS TO LOCKER, can always switch out weapons on pickup.
* When you die, take the weapon that you're not holding.
* Dual Stick movement, direction notifier, tells you what directions your bullets will go.
* Rooms must be cleared.
* Health item