Spell card thoughts

Kage: Spiral madness, Can use the batching code to fire half beats. Calculate time difference between the next beat and current beat and change the batch time to that

Danmaku Paranoia, unsure how to make this one link to beats at all. Need a lot of projectiles, values would be super small

Mirror on the wall seems doable

Rakiki – arrow storm, rain should be off beat to be white noise, and fix the other thing

-arrow seeker, still doesn’t seek

-returning arrow. Balance check 😉

Tensei- Charm Seeker needs batching

-exploding stars is bugged again

General notes. Will want to keep boss allocation to segments order the same so that consistency can be found to allow players to try beat their high score