Disclaimer:

There is currently no function to the game. It is mostly a glorified tech demo. You can struggle and lose, but you can’t win.

Known Bugs:

* Sometimes, black vertical lines appear in between the tiles. This may be due to tile padding?
* Can shoot bullets into a platform if facing it and right beside it
* Sometimes, when shooting bullets, the image of a bullet flickers in the bottom left corner once when shooting.
* If you stand beside a destructible tile, and shoot, then you die.
* You can still press buttons on the play screen, not sure how to remove the change listener; .removeListener(...) doesn’t seem to work