* Mechanics
  + Dash/Dodge – press space bar to do a short dash to avoid enemy fire.
  + Grapple – hook on to certain objects to avoid enemy fire
  + Weapons
    - Blaster – weak, fast firing weapon
    - Missile – strong, slow shot weapon
  + Puzzles
    - Push blocks – push blocks out of the way
    - Trigger – bounce object off wall to hit it into trigger location
  + Enemies
    - Basic small enemy
      * Normal blaster
      * Low health
    - Tough enemy
      * Larger size
      * Slower than small enemy
      * Medium health
      * Medium blaster
    - Mini Boss