Zero Point Unit (ZPU) -> Energy

Assembler – Materials + Energy -> Items

Fabricator – Energy + Energy -> Materials

GitHub Pages (free hosting for websites)

Electron App (Allows offline HTML)

Min viable:

Display music files in a list.  
Upload multiple music files at once.  
Rename music files  
Delete music files with confirmation  
Player can tap the screen to attack   
Songs make large weakpoint areas  
Default song  
play songs on repeat  
Stop music (Pause button that pauses the music)  
Delete all songs button

ORDER:

Should make a save data header for save files so I can have stuff like the date/time, player/account name, date, game version.

EquationVar not checked/used yet. Use it for the aether bonus/gained.

Dev Cheats buttons for spawning balls/killing all blocks, etc. Make it just accept an array and make buttons.

Stage select ui

Stage bonus manager

Stage data saving

Z dollar sign

Revisit line expanded rect intersection. Should be able to check for collision, then use time at intercection with the block position to find the position of intercect and if it’s a corner/strait edge.  
Expanded rect only works for edge collisions. Corners will give false positives. When getting a hit, need to check if outside edge ranges. If so, check for a corner collision using distance to corner. (See Desmos graph: [Circle - grid collisions](https://www.desmos.com/calculator/jwvywlg64u))

Save next collision. When checking collisions, save next collision, and just count down towards it based on time. Save time to collision and which block or wall.

First time completion bonus of a special currency when finishing every 5th or 10th stage in each rebirth. Similar to F Titans.