Zero Point Unit (ZPU) -> Energy

Assembler – Materials + Energy -> Items

Fabricator – Energy + Energy -> Materials

GitHub Pages (free hosting for websites)

Electron App (Allows offline HTML)

ORDER:

Look back over uiElement and uiState. Is it actually the way I want with the overrides/post constructor? Is there a better way? I could maybe make them separate objects and have common methods between them instead of inheriting from each other. AKA, all inherit from uiElement, but have different implementations for rect?

Z dollar sign

Side bar UI

Animations and UIState

Stage select ui

Stage bonus manager

Stage data saving