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:

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.

This is needed to actually trigger on changed. Maybe a new triple type that extends that replaces significand and exponent?:  
 this.totalXP.value.addI(qty);

            this.totalXP.onChanged();

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.