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:

Setting UI panels  
Stage settings   
Upload multiple music files at once.  
Rename music files  
Delete music files with confirmation  
Songs make large weakpoint areas  
Default song  
play songs on repeat  
Delete all songs button (permanent one, delete one on side bar)  
Stage bonus  
Finishing a stage with the stage ui open doesn’t make the new button appear. (Have to close and re-open)  
Something with borders isn’t happening right. StageButton’s left has an extra +2 and the stage confirmation popup buttons are too far down and right, overlapping the panel border.  
Need to have a stack of close button uis that are open and adjust their zIndex or another solution.  
Need a way to have text only update just before draw. Same thing for the level bar.  
Resizing the window with side bar closed, then opening side bar has incorrect spacing between them based on previous size.  
DependentVariable get value() error log is paused because it clogs. Need to find a way to prevent at least most of them during startup.

ORDER:

Save/load stage progress.  
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.