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?

Side bar UI

Animations and UIState

Stage select ui

Stage bonus manager

Stage data saving