Game is gonna be rectangular.

Kill blobs to gain points

Blobs spawn when you hit the rods

Based on the rod that you hit a certain type of enemy spawns

Blobs hitting bottom of the screen makes you lose energy

Ball hitting the bottom of the screen makes you lose energy

If you kill a blob by hitting it with your ball it fills up a barrel

If a barrel is full, a boss spawns

If blob hits the rod -> extra blob spawns

If blob gets under rod when it is lowering, destroy blob

Rods need to act like bumpers in pinball