Game is gonna be rectangular. -done

Kill blobs to gain points -done

Blobs spawn when you hit the rods -done

Blobs hitting bottom of the screen makes you lose energy -done

Ball hitting the bottom of the screen makes you lose energy -done

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 -done

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

Rods need to act like bumpers in pinball