Player & ollections:

- player can hold multiple swords, shields, bows. like potions, line up instead of getting stronger

- when a item above has broken, player automatically equip a new one(if any)

- Prioritize using treasure to craft shields

- when making a wod/shield, if player are not holding one, automatically equipped.

- drop a bomb will destroy other bombs in the map(both active non-active)

- can't drop bomb where already has one(both active non-active)

- a dropped non-activated bomb is like wall

Portal:
- if multiple portals overlap, always use the first one, it may be random, but it doesn't matter