Bill Moveset Ideas

* Block Factory:
  + Place down a block that creates another block above it when there is empty space.
  + Costs two matching blocks in the inventory. This block matches the one the factory creates
* Rocket Charge:
  + Charges sideways
  + Long start-up time
  + Can collide with three things before stopping
  + Costs one block in the inventory
* Rocket Jump:
  + Hold to charge up
  + Release to rocket upwards
  + Blows away blocks around your start position
  + Puts you into freefall
  + Costs one block in the inventory
* Energy Ball:
  + Creates a sphere of energy that rolls along the ground
  + Detonates on contact, causing light knockback
  + Somewhat slow to use
  + Free
* Supermassive:
  + Spends 5 blocks from the inventory
  + Forms a black hole that begins to draw in other blocks/enemies
  + The more objects sucked in, the bigger the area of effect
  + After a while, the black hole explodes, dealing knockback relative to its size