Blippo todo (BEFORE FIRST ITCH UPLOAD):

upgrade art:

~~damage~~

~~knockback~~

~~firerate~~

~~bullet speed~~

~~defeat screen~~

~~implement shop upgrades~~ (maybe leave out powerups for now)

~~shop upgrade art~~

~~try fixing knockback system~~

~~mouse controls for shooting in options?~~

~~yumbo sounds~~

yumbo counter in level

heart sounds

Shop:

More items / animations (at least 8)

~~Diagonal shooting~~

Stats

~~Extra health~~

Extra upgrade card

~~More XP drops~~

~~Enemies drop hearts~~

~~Cosmetic axolotl~~

Powerups

Bomb

ice

Weapon buff (temporary super fast shooting maybe?)

Shield

Upgrades (just for default weapon for now)

Split on contact with enemy

~~Piercing~~

Bouncing? (this one and prev remove each other from upgrade pool if chosen)

~~Damage, firerate~~, boring dps ups

~~Flies faster~~

~~Shorter range, more bullets~~

~~Player speed up~~

~~More knockback (side note: implement knockback)~~

~~Bigger bullets~~?

Settings

~~Volume~~

Controls?

~~Mouse to shoot~~

~~Reset progress~~

Mystery setting

More level

~~Health sound~~

~~Make text appear char by char / with sound~~

~~Saving~~

(soundtrack note: eonz(131) on microfreak sounds good for desert)