* FINALIZING PLAYER FILES
* ATTACK, DAMAGE, HEALTH
* TIMER, PAUSE, QUIT
* WIN/LOSE SCREEN
* DIFFERENT TYPE OF MAPS
* SPRITESHEET CREATOR
* CHARACTER SELECTION SCREEN
* ANIMATION CHANGER
* JUMP FUNCTION =DONE
* COLLISION DETECTER
* ATTACK AND DAMAGE
* ATTACK ANIMATION
* QUIT SCREEN
* RESTART SCREEN
* PAUSE MENU
* WIN LOSE SCREEN
* TIMER