Recommendations for Extensions

1. Have the driver run each tick of run rather than world.run() ticking forever.

The reason why a new class called GameStart was created was because there was no way to intercept each tick of World.run() that prevents a lot of new functionality to be added between turns and made it impossible to end the game early when a certain number of turns was reached.

The proposal is to have Application run each tick of run would mean that between each turn

World.run() just ticks everything forever. Impossible to intercept each tick without editing world code. Rather it should run for each tick and the driver should call the function for each tick