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MILESTONE WORK OVERVIEW:

Setting up classes as shells just to get an idea of how things will actually be able to fit together. Start working on the inside of the player class.

#	DESCRIPTION	DEPENDENCIES
1	Write Coord.Coord() method	
2	Write Coord.getX() method	1
3	Write Coord.getY() method	1
4	Write Coord.setX() method	1
5	Write Coord.setY() method	1
6	Write Coord.toString() method	1
7	Write Player.Player() method	1
8	Write Player.getHealth() method	6
9	Write Player.getPos() method	6, 1
10	Write Player.getDmgTaken() method	6
11	Write Player.getDmgDone() method	6
12	Write Pharah.Pharah() method	6
13	Write Pharah.attack() method	12
14		
15		
16		