**Kod skriven av Elliot Fältström:**

**Hela klasser:**

* Physics
* Sprite
* DynamicSprite
* StaticSprite
* PlayerSprite
* GameObject
* PlayerObject
* SoundObject
* GamePlayer
* Ground
* SimpleEnemy
* Loader

**Metoder i andra klasser:**

**Game:**

* getGameState()
* loadSpritePositions()
* moveSprites()
* removeDeadObjects()
* checkForCollisions()
* addGameObject()

**Kod skriven av Rasmus Jönsson:**

**Hela klasser:**

* Renderer
* KeyBinding

**Metoder i andra klasser:**

**Game:**

* bindKeyPressed()
* bindKeyReleased()
* setters/getters
* keyPressed()
* keyReleased()
* run()