The class based game model seems like it would be better for us to use because it will help us keep track of a lot more things (ie. if we have 2 enemies on the stage facing different directions, and our hero facing left, if they all fire their guns at once, which direction should all the bullets go?, if we have 5 enemies on the stage, plus our hero, how much life does each one have left?). Here's some documentation on the game so far--

class MrConfidence

this is the main class of the game, controls what happens on the stage, where players move, and eventually it will control the spawning of new enemies, etc.

class Hero

this is our hero. in this class should be variables specific to him, like which way he is facing and his life level, etc.

class Bullet

this is a bullet. I tried my best to keep it reusable, so we don't have to worry about writing functions to control each character's bullets. if the hero shoots, it uses a Bullet object, if an enemy shoots, he uses a Bullet object. Later on, I think we should have the bullet object keep track of if it collided with anything to prevent clutter in the main code, so we can just worry about important stuff in the MrConfidence class

\*\*\*Not added yet\*\*\*\*\*\*

class Enemy

this will be the enemies -- the MrConfidence class will run a timer/use a spawn rate to generate an array of Enemy objects, and they will each have internal functions to shoot at the hero at random times