Door:
Author: Noah Stebbings
This class is a general class that simply acts as a superclass to the two door types, containing basic methods for player interaction

Superclass: Object	**Subclasses:** KeyDoor, TokenDoor
Responsibilities: Open	**Collaborations:** Player, Enemy,

KeyDoor:
Author: Noah Stebbings
This class contains more specific information about the door, such as what colour key is required.

Superclass: Door	**Subclasses:**
Responsibilities: DoorColour, NumberOfKeys	**Collaborations:** Player

TokenDoor:
Author: Noah Stebbings
This class contains more specific information about the door, such as the number of tokens needed to open it.

Superclass: Door	**Subclasses:**
Responsibilities: NumberOfTokens	**Collaborations:** Player

Useable:
Author: Noah Stebbings
This class is a general class for tiles the player can interact with

Superclass: Object	**Subclasses:** Goal, Teleporter
Responsibilities: OnPlayerInteraction	**Collaborations:** Player, Enemy

Goal:
Author: Noah Stebbings
This class acts as the end goal for the player, if the player meets the requirements, the next level is started.

Superclass: Useable	**Subclasses:**
Responsibilities: LevelEndRequirements, NextLevel	**Collaborations:** Player

Teleporter:
Author: Noah Stebbings
This class will teleport the player to its linked teleporter when the player stands on it.

Superclass: Useable	**Subclasses:**
Responsibilities: TeleportPlayer, LinkedTeleporter	**Collaborations:** Player, Teleporter