



Enemy uses Player position in order to chase.

- * Timer() in the Panel will be the heartbeat of the program, calling all methods.
- * Character: John Snow ItemToCollect: Dragon glass Enemy: the Night King
- * Step 1: Start screen loads with instructions, name prompt, and start button.
- * Step 2: Main screen loads with main character, items, enemy, score, level, playerName.
- * Step 3: Enemy chases player | player can move with arrow keys | collision detector | tracks when player collects items and when enemy kills player.
 ?? Does main panel call collision detection for Every screen repaint ??
 Call collision detection (Score incrementer/game over/PrintCurrentPlayerStats)
- * Step 4: From Panel: when itemsLeft = 0: LevelIncrementer, itemsToAddIncrementer, enemySpeedIncrementer, RandomlyAppear()(enemy & items)
- * Step 5: If Enemy collides with Player, GameOver() is called. GameOver() calls HighScoreFileUpdater(), StartScreen()