Disclaimer/List of known Bugs

* Back button
  + Since the implementation of the menus when the back button is pressed in-game, it appears as though the play button is pressed(?)
* Sword
  + The hittest for the sword is quite buggy and inaccurate, it will generally lead to the main characters health dropping to 0
  + The Sword does not kill enemy at all
* The Shield
  + The Shield can be used to kill the enemy
* Enemies
  + Since changing the enemies to an ArrayList, the hittest from the enemy to the fireball no longer works.
  + They are very dumb, often getting stuck on walls
  + Spawn from the same coordinates no matter which map was active
  + are not animated since they become arraylist
  + They can walk on top of each other
* Map Change
  + When the map changes the enemies get stuck in the same location even if the current tile is not walkable