Notes to Future Programmers

* Implement arraylists early on so you do not have to change code later.
* Add more percise hit detection for the enemies and main character, look into checking hit boxes with rectangles as opposed to circles, it’ll be more accurate
* Randomize the spawn points of the enemies, so that they don’t spawnon non walkable tiles
* Learn libGdx structure before trying to do things
* Learn to use GitHub efficiently early on
* Keep GitHub organized