The major parts of the application

- **MainActivity**

  This class handles the startup part of the program,
  it is the program that is run when you start the application.

- **Scenes**

  These are the diffrent "rooms" of the program

- **GameScene**

  This scene is the in-game scene, it handles the painting
  of the level and the objects on it, including the player.
  Due to some limitations of andengine GameScene also has
  some control over gameplay mechanics, since all input is
  taken through the scene, so all control over the player is
  handled from here.

- **MainMenuScene**

  This scene is pretty self explanatory, also handles music
  and saving upon exit.

- **ShopScene**

  In this scene you can purchase upgrades for your segway,
  which also saves between start ups.

- **LevelSelectionScene**

  Here you select which level you want to play, it simply
  sets the which level GameScene should load up. Levels
  are also locked until you complete previous ones.

- **ResourceManager**

  This class handles the loading and unloading of all resources
  these are mostly sprites and textures and music, but it also
  contains instances of different help classes and other essential
  program that needs to be accessed in different parts of the program.

- **LevelLoader**

  This creates levels and their entities from .lvl files (xml).
  It also creates the physics bodies related to each entity.