Nr.	Class	Depends on	Depth
1	Player	Game, SpaceObject	2
2	SpaceObject	Game	1
3	GameState	GameStateManager	2
4	PlayState	GameKeys, GameStateManager, Player	3
5	Game	GameInputProcessor, GameKeys, GameStateManager	3
6	Main		0
7	GameInputProcessor	GameData, GameKeys	1
8	GameKeys		0
9	GameStateManager	GameState, PlayState	3
10	GameData		0