Architecture Changes

* Missile has become Projectile (and ProjectileType)
  + ProjectileType is loaded from JSON (details about projectile).
  + Projectile extends abstract Entity class and represents actor on screen.
* Quests, ProjectileTypes, Departments, Colleges and Items now loaded from JSON via DAO.
* Attribute class rolled into LivingEntity.
* As before unconsidered classes;
  + EnemyBuilder (easy building/default values of enemies)

Plans for Colleges/Departments

1. Computer Science Dpt - (HOME DEPARTMENT/ALWAYS FRIENDLY)
   1. Used to repair boat in the early game.
   2. Access to minigame (bad rewards/poor chances of success).
2. Law and Management Dpt?
   1. Allied to Goodricke College (only accessible after their defeat.

Notes for Assessment 3 Takeover

For the purposes of Assessment 2, we will not be implementing quests (left for assessment 3 takeover), however, structure is in place.

**We will make allowances for the implementation;**

* Our stand in alternative to quest will be a linear path between current colleges (you must defeat them in order);
  + For Assessment 3 we would advise groups remove this path and use quests instead
* We will leave scaffolding for friendly ships that use AI to move/spawn.
  + These will be used by the quest system to give random/sub-quests.
* Our game will seemingly spawn you in the middle of nowhere. When complete, the game should start the tutorial/point you in the direction of the first event, etc.