Tank Game Diagram

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This is the start of the class diagram for the Tank Game. Included, is the start of the 2Dgame diagram that our game classes will be inheriting and will also be reused in games we will be creating in the future.

```
                                                              ┌──────────────┐
                                                              │  TankGame    │
┌──────────────┐                                              │  extends     │
│   2Dgame     │ ──────────────────────────────────────────▶ │  2Dgame      │
└──────────────┘                                              └──────────────┘
   │       │                                                     │        │
   ▼       ▼                                                     ▼        ▼
┌──────┐  ┌──────────────┐                              ┌──────────┐  ┌──────────────┐
│ Map  │  │  GameObject  │                              │ TankMap  │  │ TankObject   │
└──────┘  └──────────────┘                              │ extends  │  │ extends      │
              │                                         │   Map    │  │ GameObject   │
              ▼                                         └──────────┘  └──────────────┘
         ┌──────────────┐                                                   ▲
         │ CollidableObject │
         │   extends      │
         │  GameObject    │
         └──────────────┘
```