**Naming**

gameX: coordinate in the game

scrX: coordinate in the screen

csvX: data from csv file

You can devlare a parent class and store children class element. However if you want to use chld class method you need to do polymorphism

**Programmming**

World.update:

Update order: Skeleton -> player -? Rogue and Mage

Render Order:

Floor, target, switch is at bottom, rest are at top

Change fro UML

Remove Tile.canGoThrough