Arena Fighter Changelog

# March 9, 2017

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* Created AF-1 project folder
* Created public abstract class Fighter extends Pane
  + Variables private int fighterIndex, mass, velocity, acceleration, acceleration, maxEnergy and currentEnergy added.
  + Variable private double velocityAngle added.
  + Variables private boolean alive and bracing added.
  + Variable private Shape shape added.
  + Variable public static double FRICTION\_CONSTANT added.
  + Constructor Fighter() added.
  + Getters and setters to be added.
* Created public class PlayerFighter extends Fighter
  + Constructor PlayerFighter() added.
* Created public class Force
  + Variable private in magnitude added.
  + Variable private double angle added.
  + Constructor Force(int mag, double ang) added.
  + Getters and setters for variables added.
  + Method public int getComponentX() added.
  + Method public int getComponentY() added.