TODO

1. Text Events (JOptionPane or nice Text Box)
2. Teleports over different maps
3. Undo/Redo function
4. Save the Editor File
5. Compile the Editor File to a Map File
6. Costume Object Creation
7. Advanced AI movement
8. Game Menu:
   1. Save/Load
   2. Mini-Map
   3. Quests
   4. Nicer Layout/ Textures
   5. Sorting for Equipment
9. Melee Weapons (Swords, etc.)
10. Weapons costumer
11. Publishment