Sandcrawlers rationale

Classes to add:

* Sandcrawler
* Door
* Exit
* Enter

Sandcrawler:

* Will extend SWActor
* Internal locations will be implemented as a SWGrid
* One of the internal locations will have a Door entity
* Movement delay implemented via scheduler parameter
* Entities Enter via setting their location to one of the Sandcrawler SWGrid Locations
* Entites Exit via setting their location to the location occupied by the Sandcrawler

Door:

* Will extend SWEntity
* Will have the Exit affordance

Exit:

* Will extend SWAffordance
* Override canDo() method to check that the SWActor is a force user in order to satisfy the design requirements. We will likely do this by calling the method SWActor.canUseForce()
* If canDo() returns true then the SWActor will be placed at the location of the Sandcrawler. We will do this by calling the SWActor.setLocation(Sandcrawler.getLocation()) or equivalent method.

Enter:

* Will extend SWAffordance
* Override canDo() method to check that the SWActor is a force user in order to satisfy the design requirements. We will likely do this by calling the method SWActor.canUseForce()
* If canDo() returns true then the SWActor will be placed at the 0,0 location within the Sandcrawler.