Progress Report Cycle 2

HAH (Haley, Alexa, Hanna)

1. Enemies take away lives from the hero.
2. Reworked to use KeyBindings rather than KeyListeners.
3. Changed Level from grid layout to screen that entities are drawn on.
4. Hobbins and Nobbins move according to their specifications.
5. Started working with gold.
6. Added pictures in place of the colored blocks.