Current Plane Hierarchy IS NOT perfectly sound, it should be revised/changed

* One of the problems : if you look into the part of GamePanel when the teams are getting initialized, I have the cast (FighterPlane) for all the team.makeNewCaptainPlane and team.makeNewWingmanPlane methods. Having to cast a returned object to another in this case seems to be caused because of bad class structure. Also, these methods are pretty integral to the game so its not right that my current hierarchy scheme necessitates I cast the returned objects.