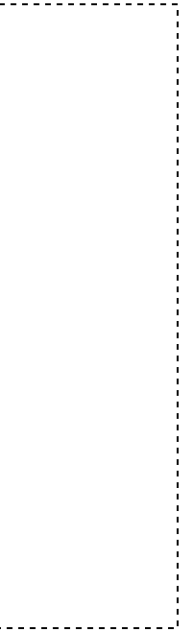
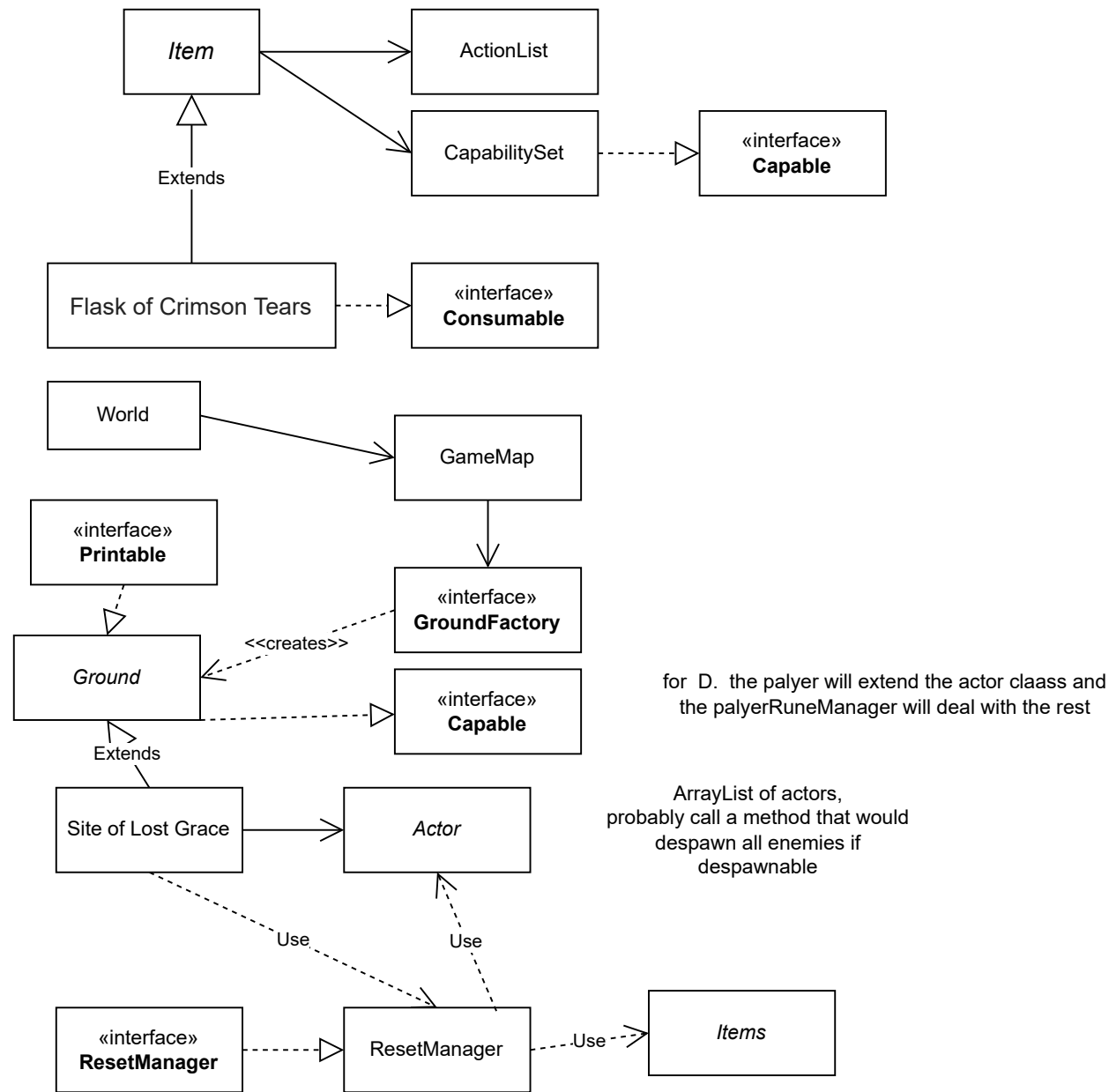


Weapons and  
t of capabilities  
I have the  
h Action class  
ch that the  
apons.





for D. the palyer will extend the actor claass and the palyerRuneManager will deal with the rest

ArrayList of actors, probably call a method that would despawn all enemies if despawnable