Galactic Conquest To-Do list:

1. Generate method headers and comment out all code for the following classes:
   1. ~~canShoot.java~~
   2. ~~Component.java~~
   3. ~~Destroyer.java~~
   4. ~~Entity.java~~
   5. ~~EntitySuiteInterface.java~~
   6. ~~GalacticConquestMain.java~~
   7. GameEngine.java
   8. ~~HardPoint.java~~
   9. PlayerShip.java
   10. Projectile.java
   11. Quadtree.java
   12. Ship.java
   13. ShipTurret.java
   14. Sprite.java
   15. ~~SpriteStore.java~~
   16. ~~StatBar.java~~
   17. Vector2D.java
2. Figure out how to properly rotate components attached to a ship
3. Add engines and encapsulate ship movement into the engines
4. Add the ability to acquire a target using the mouse
5. Add the ability to right click to set a destination for the player ship

THIS IS A TEST FONT