Things TO DO

1. Extract interfaces for everything

Еx : Renderer . Rendable , Player , Movable , Animatable , CollisionDetectable , Fallable and so on …

1. Remove every static class or method

THE BIGGEST ISSUE – stage and scene in Abstract Stage are static

1. Make engine , Repository for holding data …
2. Use dependency injection

* Wherever there is the new keyword ///

1. Use some design Patterns like:

Factory : for fallable(numbers , operators , symbols) creation

And some other if we think of

1. Add the new features