



Extra Classes:		
<<Abstract>> NonBarrier	<<Abstract>> Barrier	<<Abstract>> PartBarrier
+ NonBarrier(int, int) + scanSquare(EntityToken): bool + scanSquare(EntityBarrier): bool + scanSquare(EntityNonBarrier): bool + scanSquare(EntityPartBarrier): bool + scanSquare(EntityMobile): bool	+ Barrier(int, int) + scanSquare(EntityToken): bool + scanSquare(EntityBarrier): bool + scanSquare(EntityNonBarrier): bool + scanSquare(EntityPartBarrier): bool + scanSquare(EntityMobile): bool	+ PartBarrier(int, int) + scanSquare(EntityToken): bool + scanSquare(EntityBarrier): bool + scanSquare(EntityNonBarrier): bool + scanSquare(EntityPartBarrier): bool + scanSquare(EntityMobile): bool

Think we can just add specific behaviour of door and portal to the class itself and just have a generic wall class