This serves as a guide as to what is going on in the code and also what changes have been made since class 01/17/2024.

Changes since class:
- Disabled login.loginmenu(); in the "EliteDangerousGame" class
  - Due to my current inability to appropriately link the user's chosen name from one class to another, this has been disabled to avoid inconsistencies in the game.

Understanding the code
- The class titled "EliteDangerousGame"
  - Serves as the boot up menu/procedure for the game. Linking everything needed appropriately.
- The class titled "EliteDangerousIntro"
  - Serves as the place where the commander name is currently held, and players randomly get a ship to start with. Initially this is only how far I wanted the game to go, when it came to ship ownership and users accounts.

  - This serves as my initial idea for the game. Initially the game was only supposed to randomly generate what ship you get, notifying you of the size and price of the ship. This allowed players to get the best ships in the game based on random chance but really didn't mean much.
  - (Recall later as to why ship price and sizes matter. The space stations for landing and the size for how many components can be added internally.)
    - This (if I continue to develop this project) is no longer the case. I would like all players to start off with the default ship, just like in the real game, the sidewinder, and have to play their way up to the best ships possible.
- The class titled "EliteDangerousHub"
  - Serves as the main menu for player actions. It has the functions for players to travel, take on a mission, customize their ship (might remove), resupply their ships armament, and of course, log out.
- The class titled "EliteGui"
  - Serves as the mission selector for users; it holds all mission methods.
- The class titled "EliteMissions"
  - Holds all the data regarding each mission and their parameters.
- The class titled "EliteShips"
  - Holds all the data that makes up each ship's object.
- The class titled "EliteDangerousExploreUI"
  - Holds the code that allows players to travel to different systems in the galaxy.
- The class titled "EliteUserLogin"

○ This is a class I would like to get working to allow for the creation and exporting of users profiles.
● The class titled "EliteUserProfile"
  ○ Is going to hold important data for each user's profiles and serves as the profile creation template.
● The class titled "KeystrokeTest"
  ○ This is for reading player keystrokes, this would be so players can just press the corresponding key to make input in the game, without typing it out. Unfortunately, I didn't quite figure it out, because it's not working the way I would like it to. So it's sitting there until I come back to it.
    ■ The issue is a separate window appears requiring users to make their input in this new window to then function with the game. Not what I wanted.

Personal Notes
● This game was only meant to be a small project that would sharpen and reinforce my Java programming & coding skills. As I continue to develop it, I find myself coming up with more intricate ideas, furthering the finish line, more and more.