Variable Name	Variable Type	Description					
NWQuadrant	array	A list containing data for all the dimension of the hitboxes in the North-West quadrant					
enemySpriteNscF	Sprite loader	Loads the sprites for when the enemy is facing forwards					
playerSpriteNscF	Sprite loader	Loads the sprites for when the player is facing forwards					
Shots	integer	The amount of bullets that the player is able to fire before reloading					
Reload	Boolean	The variable for whether the player is reloading or not					
Running	Boolean	The variable that determines if the player is running or not					
enemyCountbase	integer	The base amount of enemies that will spawn each round					
buyAutoGun	Button	An upgrade of the players weapon that increases the firing speed					
buyMagazine	Button	An upgrade of the players weapon that allows them to fire more bullets before they have to reload					
buyHeavy	Button	An upgrade of the players weapon that deals increased damage					
pauseF	Button	A button that pauses the game					
armouryExit	Button	A button to exit the armoury menu					
armouryButton	Button	A button to enter the armoury menu					
mainPlayer.x	integer	The location of the player on the x axis					
mainPlayer.y	integer	The location of the player on the y axis					
background.x	integer	The location of the map on the x axis					
background.y	integer	The location of the map on the y axis					