Update()

Physics Simulation Update:

* + // Physics Simulation
    - world.Step((float)gameTime.ElapsedGameTime.TotalSeconds, 5, 8);
  + // Input update
    - checkInput();
  + // For every physics object -> push data(x,y,rot) to the gameObject
    - PhysicsMan.Instance().Update();
  + // For every game object -> push data(x,y,rot) to the spriteObject
    - GameObjManager.Instance().Update(world);
  + // Update score
    - ScoreManager.Instance().Update();
  + // Update timer events (animations)
    - Timer.Process(gameTime);