Features that I Implemented

- Generic InputHandling for key strokes (InputHandler.java)
- Actions for AI motion (FollowAction, AdvancedFollowAction)
    - The AdvancedFollowAction uses adjusted rays to try to avoid blocks
    - Time mechanism to prevent actions that repeat conditionally (ActionTimer)
    - Time-variable actions (Goal)
    - Weapon actions (for weapon actions, still in progress; WeaponAction)
- Open, extensible interface for allowing AI agents and fighters to perform actions (the action package)
- AI that performs an action after each update (AIAgent.java, BasicAIAgent.java)
- Strategy infrastructure to allow easy creation of AI (Strategy.java and its subclasses, BasicStrategyAgent)
- Situational Awareness infrastructure to change strategies based on the situation (Situation.java, SituationalStrategyAgent.java)
- The State system
    - I tried to make a system to enable story modes. I did not finish. I implemented the transitions from screens, a win/loss screen, a template for an options screen, and the general GameState class.