**Features that I Implemented**

* Generic InputHandling for key strokes (InputHandler.java)
* 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)