1. The GameEvent class – DataClass
   1. The reason why this class is a data class, is because the class has just a constructor (which gives its fields the provided values) and getter methods. Therefore the single purpose of this class is containing data, making it a data class.
   2. << TODO
2. The Resolution class – DataClass
   1. The Resolution class is similar to the GameEvent class, it contains mainly a constructor, getters and setters. But it has additional equals() and hashmap() methods, which makes the class look like a normal class. But these methods are just methods overridden from the Object superclass. Therefore this class is indeed a data class.
   2. << TODO
3. The TimePowerupTest class - Tradition Breaker
   1. The reason this class is a tradition break is that within the TimePowerupTest only the @before statement is implemented, the other test methods don’t really test anything.
   2. The design flaw is fixed by simply implementing the test class in the right way. <<TODO