Military Madness

Notes:

May 16: Got project running after modifying some code.

* Loading gif files with FileInputStream works.
  + InputStream doesn’t work; commented out.
* Can load maps and run game now.
* TODO: define key constants to replace numeric codes in Game.java -> main thread.
  + 3: ?
  + 10: ?
  + 16: SHIFT
  + 32: SPACE\_BAR
  + 37: ARROW\_LEFT
  + 38: ARROW\_UP
  + 39: ARROW\_RIGHT
  + 40: ARROW\_DOWN
  + 65: LETTER\_A
  + 68: LETTER\_D
  + 83: LETTER\_S
  + 87: LETTER\_W