Files/Folders worked on:
- IGameObject.cs
  - edited this interface — added Die() method
  - edited every class that implements it— all items, all enemies, all objects/blocks, player files, etc— in order to add a Die() method, for single point of control & for implementing GameSounds
- Sounds (folder)
  - Everything in this folder, IGameSound interface, soundfactory, every individual class, etc (there's like 35 or something I'm not going to list all of them)
  - Added sounds mainly within new TakeDamage()/BeCollected()/Die() methods i added (mentioned later on in this list)
- Enemies
  - IEnemy.cs
    - added TakeDamage() and Die() methods (refactored out of EnemyCollisionHandler.cs)
    - added above methods to every class that implements the IEnemy interface
    - EnemyTypes/Wizard.cs — was able to make wizard functionally immortal with TakeDamage() and Die() methods
    - EnemyTypes/WizardFire.cs — fix AI to work with new TakeDamage() and Die() methods
- Items (folder)
  - IItem.cs — added BeCollected() (and Die()) methods
  - added above methods to every class that implements IItem interface
- Collisions (folder)
  - Every CollisionHandler (enemy, enemyprojectile, item, object, player, playerprojectile) refactored at least a little bit to make use of the new Die() IGameObject method
  - ItemCollisionHandler.cs — abstracted item-collecting functionality to BeCollected() in the IItem interface, cut HandlePlayerProjectileCollision() and HandlePlayerCollision() methods by a lot
  - EnemyCollisionHandler.cs — abstracted damage-taking functionality to TakeDamage() in the IEnemy interface
  - PlayerCollisionHandler.cs — moved Health decrementing to Damage() method in IPlayer interface, cuts down Enemy/EnemyProjectile/PlayerProjectile collision methods by a lot
- Player (folder)
  - IPlayer.cs — added PickUpTriforce() method
  - LinkPlayer (folder)
    - ILinkPlayer.cs — added Die() and PickUpTriforce() and GetStatePickingUpTriforce() and GetStateDying() methods
      - implemented above in every class that implements ILinkPlayer (LinkPlayer, BlueRingLinkPlater, DamagedLinkPlayer) plus all added sound effects