MouseManager

f	leftPressed	boolean
f	mouseClick	boolean[]
f	mouseClickedX	int
f	mouseClickedY	int
m	MouseManager()	
m	tick()	void
m	mouseClicked(MouseEvent)	void
m	mousePressed(MouseEvent)	void
m	mouseReleased(MouseEvent)	void
m	mouseEntered(MouseEvent)	void
m	mouseExited(MouseEvent)	void

KeyManager

f	keys	boolean[]
f	up	boolean
f	down	boolean
f	left	boolean
f	right	boolean
f	shop	boolean
m	KeyManager()	
m	tick()	void
m	keyTyped(KeyEvent)	void
m	keyPressed(KeyEvent)	void
m	keyReleased(KeyEvent)	void

BulletController

f	game	Game
f	player	Player
f	fireRate	long
f	lastShot	long
f	playerX	float
f	playerY	float
m	BulletController(Game, Player)	
m	tick()	void
m	render(Graphics)	void
p	bullets	LinkedList<Bullet>