Alan, this is just a not to myself on what I need to do

break player class into two parts, human class and player class

room

-make it be able to be created without a player

-change the room render so that it takes a player and renders around that player specific player

game

-take out the window and put that into the player class

Human/items

-cause rendering of equipted items to happen before or after human depending on where the item is

should each player be on a different thread?

research how listeners work