Plan:

1. GameManager
2. GameState: mapstate, playstate, battlestate
3. Map contains Room contains Tile
4. Player
5. InputManager
6. CollisionManager
7. AssetSetter
8. Camera
9. Entity, Body, Object, Mob, GroupMember
10. A\*Pathfinding
11. UIManager
12. Other gamestates: menustate (substates: inventorystate)
13. //
14. Battle
15. SaveManager
16. MapEditor project
17. MapGenerator