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