**InputComponent Class**

InputComponent is a base class that extends the React.Component. Since this game is constantly using keyboard-input, I thought it’d be best to standardise the system using generalisation. This makes the numerous event listeners easier to manage between components, it saves on code, and makes this code easier to hand off to other programmers/myself. Any component that uses keyboard input shall inherit from this class. It includes functions to enable/disable keyboard input. Each implementation of this class can alter the keyboardInput function since it’s called with each time a key is pressed.