Main Game Loop Description

* Update Game Timer
* Update Player Input
  + Update Player Movement
  + Create Arrow if Player Attacks
* Update Enemy AI
  + Update Enemy Movement
  + Update Enemy Attacks
* Update Arrow Movement
* Check Collision
  + Check Collision between Enemy and Player
  + Check Collision between Enemy Attacks and Player
  + Check Collision between Arrow and Walls
  + Check Collision between Enemy and Arrow
  + Play any required audio for a collision
* Check Win/Lose Conditions
  + Player wins if all Enemies are dead
  + Player loses if Health is 0
  + Player loses if Game Timer is 0