Updates:

1. enabled multiplayer mode
2. added all the items
3. added the capture the flag gamemode
4. added the allgamedata class that keeps track of all the in game data
5. added the room feature

Way to run my program:

Run multigame first

Then run the gameplayer classes (these classes are exactly identical and works on different computers as long as you put the ip address of the server into it. You can run on the local server on the same computer too (recommended for testing))

Single player worked yesterday but I made a lot of changes today so it is no longer running. But I will do that later since it is very easy.

I will not include the previous files because it will mess up all the classes. But rest assured that there have been a lot of progress. Great thanks to my mentor Lukas.