

- DesktopLauncher
 - Launches the game
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- ProjectH class:
 - Main class for the game
 - Runs the initial game
- BodyHelper:
 - Helper class for creating player
- Constants:
 - Creates Pixels per meter constant
- TileMapHelper:
 - Helper class for generating platformer map
- Coin:
 - Coin class for platformer game
 - Contains hitbox and coin generation
- GameEntity:
 - Abstract class for player
- Player:
 - Player class for platformer
 - Creates new player with movement
- GameScreen:
 - Platformer screen controller
- HelpScreen:
 - Help screen controller
- RhythmGame:
 - Rhythm screen controller
- RhythmGameHud:
 - HUD for the rhythm game(overlay)
- timerHud:
 - HUD for the platformer game(overlay)
- WinScreen:
 - Win screen controller