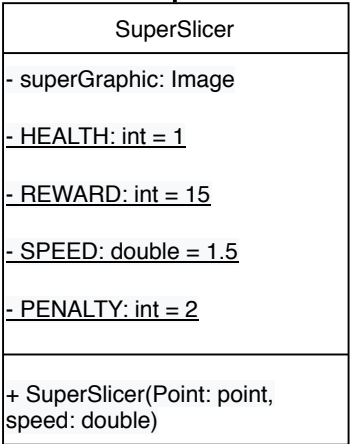
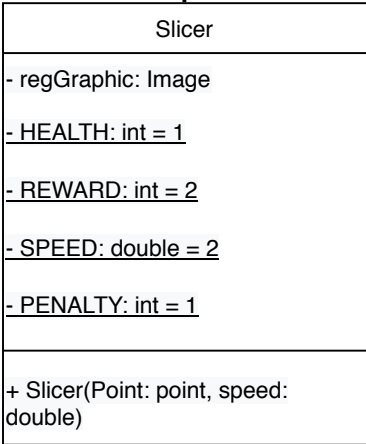
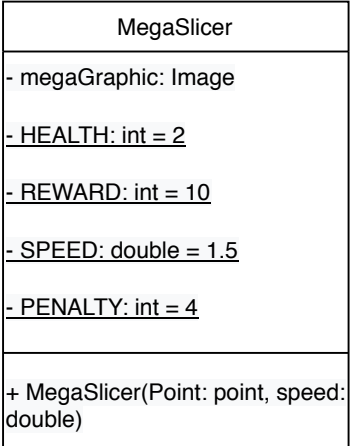
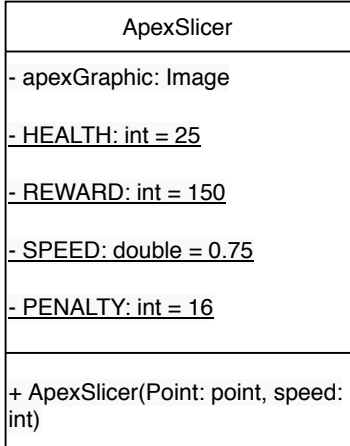
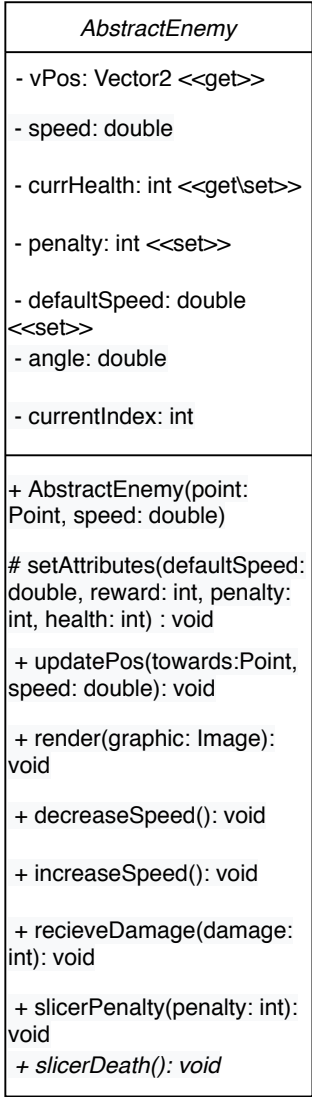
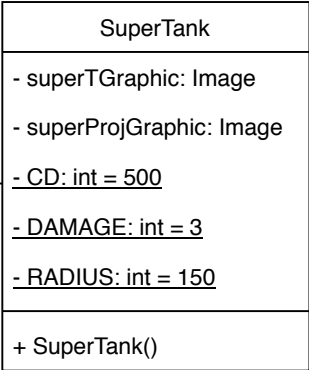
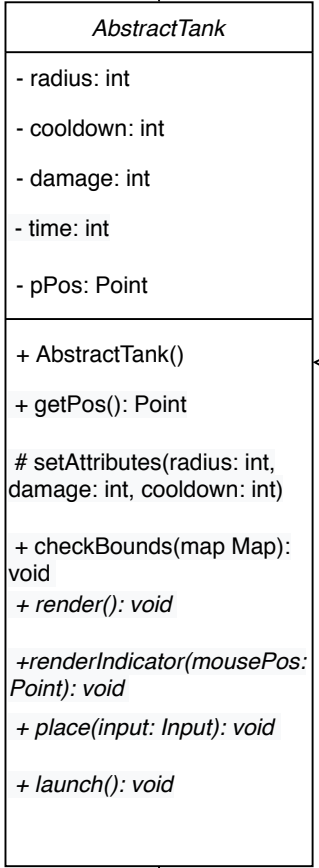
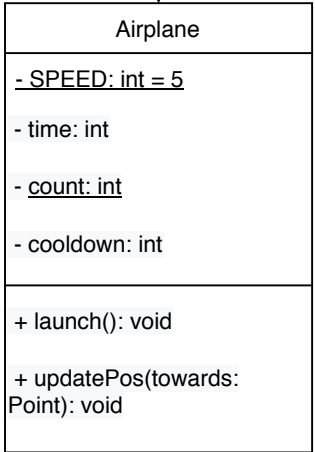
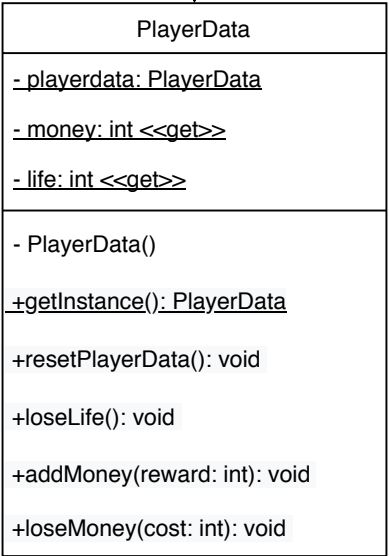
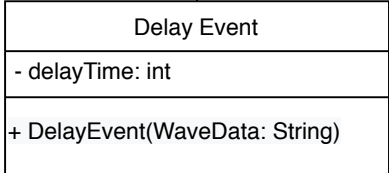
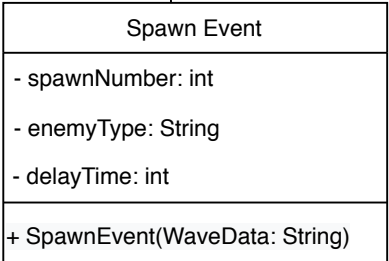
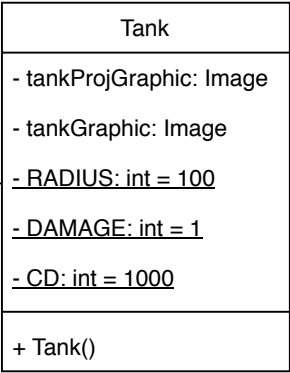
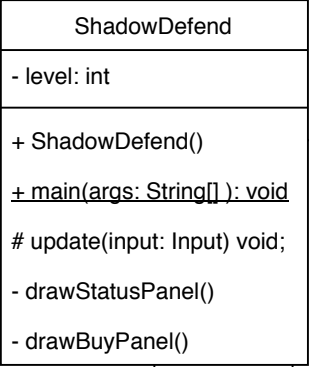
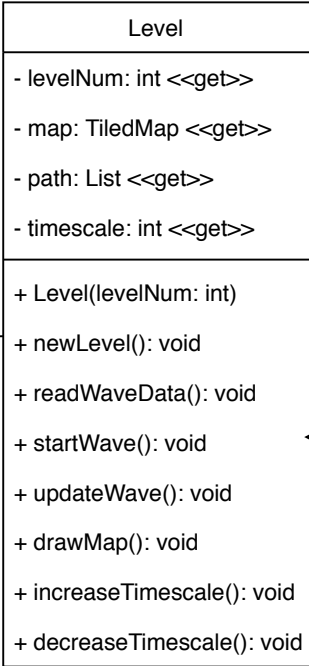
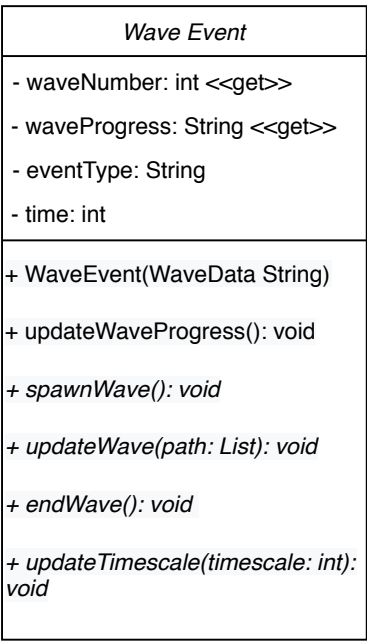


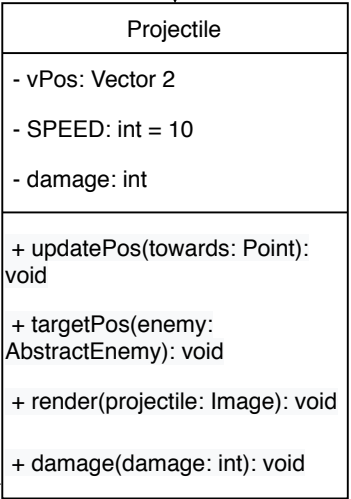
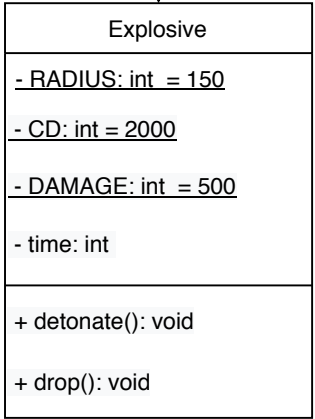
Notes:
All abstract methods
in the parent class
are inherited and
overridden in the child
classes



could also potentially put the timescale here instead of passing it through methods

Singleton
Should only have one instance of a player and should be accessible anywhere

the health calculations will be done in the super class, the health values in the child classes are used for instantiating



If projectile speed is constant is it affected by the timescale?