What we need to do:

1. Create a tile system
2. Create a base ship class
   1. Create inheriting player class
   2. Create inheriting AI class
   3. Handle collisions
3. Create a sound system
4. Create an options screen
   1. Audio
   2. Input
   3. Graphics
5. Create a score system
6. Win screen
7. Instructions screen
8. Level select screen
9. Create a highscore screen
10. OPTIONAL:
    1. Powerups
    2. Local multiplayer
    3. Difficulty scaling