



Iteration 3	MainCharacter(Player)			Monster			Weapon			Castle	
	HP weapon attack attacked goLeft goRight Jump Picture	Weapon Monster		HP demage attackSpeed attack attacked speed route Picture	MainCharacter		demage attackSpeed cost	MainCharacter		HP attacked Loss	Monsters MainCharacter
	Wave			Game			GameStateManager			GameState	
	#ofMonster typeOfMonster finished nextLvl	Game		thread running FPS Width Height InitalBG waveList start end	GameStateManager Wave		paused pauseState gameStates[] currentState previousState	Game GameState		init update draw handleInput	GameStateMananger
	Keys			WeaponInAir							
	num_keys keyState[] prevKeyState[]	Game		wia[] wave updateAllWia drawAllWia addWeapon removeWeapon	Wave MainChar						