Iteration 1									
iteration i	Main Character/	Dlayer)	Manatar		Magnan		Captle		
	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 heal? attacked	Monsters MainCharacter	
	Wave/Level		Game		BackGround				
	#ofMonster typeOfMonster passed nextLvI	Game	InitalBG waveList start end	BackGround Wave	timer Picture changeBG	Game			
Iteration 2									
	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	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	t GameStateMananger	
	Keys .								
	num_keys keyState[] prevKeyState[]	Game							

Iteration 3	MainCharacter(Player)		Monster	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 nextLvI	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					