Next Steps:

* Clickable icons that show:
  + Owner of the icon
  + Time left in cooldown
  + Level of it (progresses as you use it more and level it up sort of like bloons)
  + Attack Button (press to initiate an attack) - won't be visible if it is still cooling off or maybe it is grayed out.
    - Once attack Button is clicked you click the target and the attack update is sent out. The animation is then played.
    - Each placeable has a certain animation that is played. (particle effects?) Maybe some sort of static method doesn't need placeable for
  + Price to scrap it for parts or maybe offer a deal to another country.
* Country descriptions
* Country Health (get james to design something and v)
* Some type of window displaying nations Health and their power / money.

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* Add nation health field
* Make attack button on icon only visible if u own it
* after you attack make something show up saying click where to attack.
* add country health to the window of a country