1. Fixed player's rate of fire and enemies' for better control of game.
2. Fixed the boundary bug, now the player can not move out of boundary.
3. The increasing rate of new spawning enemy now has limit up to 2. (there won't be crazy amount of enemies after you survive for a while.)
4. Add "pause" function, so player can pause the game during.
5. Add background picture for better immersion.
6. Add Score function, so player can be aware of their skill level and having a better immersion.