Added features

* Changed graphics
* Changed from 2d to isometric
* Added music (constant throughout game)
* Added new font
* Added multiple new 3d models
* Added controls and credits screen
* Added new player movement controls (3 lanes)
* Updated GUI to canvas system
* Updated level switching to SceneManager system
* Added score system
* Added a spawner for objects to allow endless levels
  + Speed of objects and spawn rate are based on length of playtime to provide increasing difficulty
* Added animation to player
* Added invincibility power up and pop-up
* Added grinding mechanic