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Vertical Slice Changes:

- Add grid creation in Arena script. This allows for individual pieces of arena that can be broken off, to make the play area more interesting for the player.

- Add ArenaSquare script. This controls individual pieces of the arena grid. Contains an enum SquareState that determines if the player is currently on the square, if it's in the process of breaking, or if it is regenerating. This forces the player to also think about their pathing in order to try and conserve as much of the arena as possible.

    - As a side effect of this, the player now checks if they are on an ArenaSquare game object instead of an Arena game object. If they are not (went onto a broken square) the game resets.

- Added color transitions on individual squares. While the player is on the square and its durability is wearing away, it will slowly transition into red. While the player is off of it for a time, it will transition back to green. This gives the player visual feedback to show them how the mechanic works and what areas they need to avoid.

    - TODO: Regeneration is slightly bugged, and squares sometimes stop changing visually after regenerating. Cause to be determined.

- Add a button (Escape) to close the application on build. This makes it easier for the leaver to quit the game.

- TODO: Determine how to change Wall movement to make it as enjoyable as possible. Make the randomization formula more interesting. Add more variations of walls.