Touhou Project: Song of Hope : Extend

## New Bullet Type (For players)

* Create a **BulletPool**
* Path -> Resources/weapon/(WeaponType)/bullets/(BulletName)
* For more information reference: flute.cs 186
* Criteria:
  + Collider
  + Inherit from bulletobject.cs

## New Weapon Type

* Stored: Resources/weapon/(type)/(weaponname)
* Hit Boxes -> Resources/weapon/(type)
* PlayerAnimator: This includes the base movement of player
* Prefab must have class inherit from GeneralWeapon.cs
* Registers:
  + GameInformation.Weapon **ENUM**
  + GameInformation.WeaponPrefabPath **DICTIONARY**
  + WeaponPath **DICTIONARY**
  + WeaponID2TypeID **DICTIONARY**