New unit type creation instructions.

1. Make an empty game object.
2. Add a mesh, mesh renderer and mesh collider.
3. Add the “Unit” component.
4. Add the “UnitMovement” component.
5. Add the “Health” component.
6. Add the “Attacker” component.
7. Set the movement modifier in the “UnitMovement” component using the slider or the input box.
8. Add the “HealthBar” prefab to the “Health” component.
9. Set the max health on “Health”
10. Set the attack damage on the “Attacker” component and pick the attack type. (If that option has been implemented)