Graded Unit Development log

# 27/04/23

* Implemented player movement using unities built in axis inputs, the player can now use WASD to move up, down, left, and right.
* Added a base enemy which moves towards the players position, future enemies will inherit from this base class.
* Added projectile class and player shooting, player can now shoot using arrow keys which instantiates projectile objects. The projectile script sets the velocity of the objects when they are spawned.
* Implemented enemy death, when a projectile collides with an enemy, it will damage it by accessing the RemoveHealth() function on the enemy. When the enemy health reaches 0 it will be destroyed.
* Added the grass tile map for the first level.

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