Alice’s to do list

* ~~A equipable item (like a sword)~~
* ~~A consumable item (like a potion)~~
* Border and slots for the skill tree map
* Test player (walking animation, basic (sword)attack animation and idle animation)
* Some map tile (so we can make a basic map)
* ~~Not enough button~~
* Buy button
* ~~Not enough xp button~~
* Upgrade button
* Background skill tree
* Skill tree slot (just 1)
* Test enemy (walking animation, basic (sword)attack animation and idle animation)