

Added a bunch of stuff:

- New Activity!: added a new home screen activity
 - Completed:
 - Has a home screen image
 - Two buttons, one to join game the other to show replay. Show replay doesn't do anything yet.
 - Plays homescreen music in a onResume method
 - Stops the music in a onPause method
 - Will correctly switch to the main tank activity when "join" button is clicked
 - Still needs:
 - To check if phone can connect to seerver before starting the main activity
- New Tile!: added a new Player tile that is the same as tank but has it's own type.
- Added to the main activity:
 - Now has music
 - Plays onResume
 - Releases onPause
 - Now has onclick anotations linked to transparent buttons that will call the gamegrid's shoot and move
 - They work great!
 - Move and shoot are no longer called in the grid addapter
 - Cleaned up some of the code
- Added to TileFactory:
 - Now also takes in a long variable parameter that should always be the player tank id
 - When creating a tank tile, tilefactory will check if the id is equal to the players, if it is, make it a player tile instead
- Added to GameGrid:
 - Added a playerDirection byte variable that keeps track on player direction
 - Added a playerAlive boolean variable that represents if the player is found in the grid
 - Both are set when grid is parsed. While parsing, it will check if a player tile was found. grabs info from it. Otherwise assumes player is dead
 - Turn feature to gameGrid
 - Is called from move if the player is not facing the correct direction
 - Move, turn and shoot all work according to game rules. Will only be carried out if the player is alive.
 - No more crashes for trying to move while dead!
- Added to GridAdapter:
 - Now displays the player and enemies differently
 - Cleaned up some of the code

Misc:

- Fixed the tile's constructors.
 - They weren't parsing the integer value correctly
 - Caused much headache!
- Added a lot more images
 - Better graphics!

- Need to organize the images