How to define a condition?

```
Conditions:
  CreateProdResources: !Equals [ !Ref EnvType, prod ]
```

- The logical ID is for you to choose. It's how you name condition
- The intrinsic function (logical) can be any of the following:
  - Fn::And
  - Fn::Equals
  - Fn::If
  - Fn::Not
  - Fn::Or