How MangeMouseInputAction should work

\* It should check the mouse's position and keep track of that all the time.

\* If the mouse has been clicked, then the mouse's position should be checked against a list of actionable Actors. If the mouse was clicked inside of any relevant actors, then the proper action should

be taken.

List of actionable actors

\* Any button

\* Any settlement, road, mine, or farm able to be built upon

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