Arenas

* Arena Manager
  + Starts Round
  + Handles generating mobs during round
    - Based on config data object(s) fed into it
    - Config object for enemy spawning
    - Config object for possible loot?
  + Will check if round is over as each enemy is defeated
    - If round is over, it will stop spawning enemies
    - Player has entered between round state
      * Can craft new spells from loot
      * No time limit (?)
      * Player will initiate next round start when they are ready
* Arena Configuration Scriptable Object
  + Contains list of possible enemies
  + Can be tuned for each level
* How to determine what enemies will be spawned?
* How to determine what loot can be dropped?