

Object Pooling System

Summary:

- Implement an **object pooling system** that manages projectiles.
- The system should pre-instantiate a set number of objects and reuse them instead of instantiating new ones.
- When an object is needed, retrieve an inactive object from the pool.
- When an object is no longer needed, disable it and return it to the pool.

Bonus: Ensure that if all objects are in use, the system can expand dynamically.