Note: Highlight completed sections

Different aspects of the game:

* Main menu
* Basic game
  + Grid
  + Placement
  + Enemies
  + Towers with attacks/functionality
  + Resources
  + UI
* Random generation of levels
* Unlocking stuff between levels

Current plan:

* Make basic grid
* Place a tower
* Enemy that moves
* Fix current bugs with enemy
  + Projectiles go through
  + Game crashes on death