GalaxyConquerers To do list

# Scripts

## PrimeEngine.js

* Start game tick system that regulates game and updates objects every tick

## Objects

* Start action system, give nonstatic objects the ability to do different stuff on call
* Add style template system that adds specified styles to objects
* Ensure offset system works with styling

## Game

* ~~Add globals references to keyboard keys and implement into player controls~~
* .