Design Changes

- Reworked IModel and IGizmo interface, most methods now go through this to allow the IModel to allow Observer pattern updates.
- Managed to merge Build and Run controllers using JavaFX Scenes, only need one main controller.
- Controller now only has one instance of a KeyListener (which is a MagicKeyListener) and one instance of a MouseListener at any point.
- Instead of having two view FXML files, we have one view that is modified by the controller to morph into the build or run view accordingly.
- We coupled the FXML file with a CSS file to able to style our view.
- Gizmo activation now runs through IModel.
- Our timer is run by the controller and runs at 10 ms.
- Gizmo no longer have a deactivate method, we realised it was not needed.
- We now have a List of Balls in the model to accommodate for multiple balls.