Tower Defense Task Management

TODO

* Make balloon damage effect (1h)
* Make player level system (3h)
* Fix win UI (2h)
* Make player level UI (6h)
* Make coin/economy system (4h)
* Make build (4h)
* Camera yaw rotation & zoom (3h)
* Ad system implementation for banner/video/reward-vid (6h)

Done

* ~~Make enemy HUD work (1h). (22:00-22:30)~~
* ~~Make enemy movement smoother. (22:30-22:40)~~
* ~~Make spawn system (2h) (14:36-15) (16:30-18:38)~~
* ~~Make game start with string (5h) (19:10-21:49) (13:41-14:11)~~
* ~~Make life system & win/lose system (3h) (14:13-14:34)~~
* ~~Make defender spawn system with basic graphics (4h) (15:13-18:25) (18:25-19:42) (20:14-22:04) (14:50-17:06) (17:22-17:25)~~
* ~~Make Lose & Win system & UI (6h) (17:31-19:32) (14:23­-18:13) (12:11-16:20)~~
* ~~Make main menu with Play/Quit buttons (1h) (18:20-20:17) (11:21-12:05)~~
* ~~Make Win/Lose home buttons and retry work (3h) (12:06-13:23)~~
* ~~Making loading screen for scene transition (3h) (13:55-18:47)~~
* ~~Fix retry with loading screen (1h) (16:24-16:54)~~