Tower Defense Task Management

TODO

* Make balloon damage effect (2h)
* Make win/lose system (3h)
* Make game start with scriptable object (5h)
* Make main menu with Play/Quit buttons (2h)
* Make player level system (5h)
* Make player level UI (6h)
* Make coin/economy system (5h)
* Make build (4h)

Done

* ~~Make enemy HUD work (1h). (s22:00-22:30)~~
* ~~Make enemy movement smoother. (22:30-22:40)~~