Alpha 0.1.0 goal:

* Implement the first turret class: Cannon Turret
* Implement 3 different enemy classes: Normal, fast and tank
* Implement gold system
* Implement the upgrading system for the attack damage
* Implement different screens for the start and the ending
* Implement the curve for enemies to grow stronger each wave
* Implement the gameplay UI:
  + Shows building buttons when not choosing any turrets
  + When looking at a turret, shows its stats and buttons for upgrading
  + Shows the base’s health, gold, current wave count
* A background and icons for enemies, turrets and projectiles