Starship Troopers game

On game startup and new game load: (initialize and gameReset)

* Load bugs and players model
* Present what button to press in order to race bugs
* have player click okay then begin countdown
* Once countdown says go have player press button as fast as possible to run from the bugs
* Level ends when player either gets touched by a bug or reaches the finish line.

Levels

* Levels will grow in difficulty the further you go
* Each level the bugs will be faster causing the user to press the button faster.

Winning

* If user beats the bugs to the finish point then
* Present screen overlay saying good job soldier
* Overlay will have next level button
* When clicked player will be brought to next level and bugs will be faster.

Losing

* If user does not beat the bugs and gets touched by one then
* Present losing screen overlay saying you have been eaten
* Overlay will have a retry button allowing them to retry the level they are currently on.