* Author: Daihui Meng
* Reference: Sherri’s pygame sample. Online pygame tutorial for basic functions like drawing rectangles, getMouse, getEvent.etc
* Just want to stress that this is a really hard game for beginners. Basic instructions are given at the beginning of the game. Things that need to be noticed are: 1. After you click the button, the game will PAUSE until you click again. 2. The tower and block can be upgraded, costs its level\*1000. 3. Minions are growing stronger every 20 deaths.
* There is one tiny bug (which users might never notice). If you click the tower/block button, the game will pause, then you can wait the tower/block cooling down while the game is paused…By doing so the user can ignore the cooldown system.