Test log:

* + 1. -> game crashes when the player is moving outside of the box
    2. -> player is moving through the walls and the wall disappears
    3. -> player is trying to move the crate but the crate disappears
    4. -> player is trying to move the crate but the crate is not moving
    5. -> player is moving the crates but more crates appear through the map.
    6. -> when player is reaching 20 points then the new map doesn’t upload
    7. -> the senond map doesn’t upload properly
    8. -> move up, down, left and right with (WSDA and arrow keys)
    9. Player can move the boxes
    10. Player can stand through the diamond
    11. The boxes