1. Main:
    a. Initialize STUFF
    b. Loop: LB is alive
2. METHODS:
    a. MOVE (Dir, Amount/distance, Pos, Obj)
    b. FINDOBJ (BOARD)→(x,y)
    c. Can get BL ()
    d. GAMEOVER(BOARD)→ (Bool)   ##Eating by grog GO
    e. Hole (BOARD)
    f. Check: Frogs (Board)
    g. LB_VIEW (BOARD)→ list/lists
3. Map:
    a. 2d list → 2x (40x40)
    b. Components:
        i. Ground
        ii. Block
        iii. Goal
        iv. Bamboo leaf
        v. Spawning pool
        vi. Hole
    c. Bamboo-leaf is a Boolean (eg. True when picked up)
4. Moving elements
    a. 3 Frogs
    b. 1 ladybug
    c. Order: List < string
        i. Turn=int(0→3)
    d. Four directions that they can move
5. CONTROLS AND MOVEMENT
    a. LB Distance to _____
    b. RULES→FILE
    c. Maybe some sort of menu to create different rules