Design changes:

- Function Definition Blocks, Function Calls are added
- Usage of Observer for changes in gameworld.
- Snapshots, actions and predicates as objects in Gameworld instead of strings
- Undo / Redo using snapshots

- Merged GameControllerImplementation into GameController
- Moved mouse listeners away from BlockAreaCanvas
- Removed unused Interfaces (Facades)
- One single Vector class
- A Class for drawing blocks
- ExecuteActionBlockCommand merged into ExecutionCommand