GameMaker BASIC Interpreter – TODO List

* ✔ Implement expression parsing for IF ... THEN statements using `basic\_evaluate\_expression`.
* ✔ Fix PRINT to skip parsing anything inside double quotes.
* ✔ Fix LET to support functions like RND(), ABS(), and math expressions.
* ✔ Add command `BGCOLOR` to set background color using named or RGB values.
* ✔ Update DRAW event in obj\_basic\_interpreter to honor `global.background\_draw\_enabled` and `global.background\_draw\_color`.
* ✔ Maintain a global color map (`global.colors`) shared by both COLOR and BGCOLOR commands.
* ✔ Ensure background drawing works when color is set, and doesn’t interfere with text output.
* ☐ Add a full expression parser to eventually replace token-based math logic.
* ☐ Add cleanup at program end: destroy all stacks, maps, and lists cleanly.
* ☐ Add optional `BGCLEAR OFF` command to disable background fill when needed.
* ☐ Evaluate future support for background gradients or images in a future version.