"""Contains changeable properties relevant to different aspects of the game."""  
  
FPS = 80  
  
SCREEN\_WIDTH = 1200  
BOARD\_HEIGHT = 600  
HALF\_WIDTH = SCREEN\_WIDTH / 2  
HALF\_HEIGHT = BOARD\_HEIGHT / 2  
CONTROLS\_HEIGHT = 100  
SCREEN\_HEIGHT = BOARD\_HEIGHT + CONTROLS\_HEIGHT  
SCREEN\_CENTER = (HALF\_WIDTH, SCREEN\_HEIGHT / 2)  
  
BORDER\_THICKNESS = 20  
HALF\_BORDER = BORDER\_THICKNESS / 2