Maze Key Quest

1. Keys made of lines (MPL) and circles(MPC) using GL\_POINT
2. The ball can move right left up down
3. The header has a return, pause/play and exit button
4. After collecting keys, the point will go up and the score will reflect in the terminal
5. A timer can be implemented to solve the quest in a given time. Otherwise, game will be over
6. The ball can not go outside the box.