Enhancements for Snake.368 in project 2

- New features:
  - Bigger game board (change from 21x21 board to 25x25 board); the snake will start at position (13,13).
  - The game starts 2 seconds after player chooses level of difficulty.
  - New in-game theme music, and sound effects when the snake gets an item (apple or potion) and when player loses.
  - Player can pause and resume the game by pressing Space.

- Fixed Bugs:
  - The game items will no longer appear on top of each other.
  - A clearer and more transparent score board with instructions for players to keep track of their scores.