**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.