Game testing

* Player movement
  + When testing my player, I noticed that if I increase the fps the player speeds up a crazy amount. I fixed this by setting a variable called dt (delta time) that connects directly with the fps limiter and divides that number by 1000 to get it in seconds, then when I detect the user pressing movement keys instead of just setting the sprites velocity in the direction I divide it by delta time forcing the player to go at a certain speed set by the vel variable no matter if the loop runs faster then normal (fps) [fixed by Jaden]