Updates:

1. More smooth camera movement (mechanism of movement changed, based on speed rather than position)
2. Jumping and gravity added
3. Collision mechanism are written (by myself), the player now collide with blocks
4. Blocks are now randomly generated
5. Environment and boundary is added (Made by myself)
6. GUI (2D) messages are written
7. Interaction with blocks added (Carry, discard, swap)
8. Mob class added