Tornado Algorithm

1. itialize the game engine.
2. Set up the display with a width of 640 pixels and a height of 480 pixels.
3. Set the window caption to "Tornado!".
4. Load the background image (tc.png) and scale it to fit the display size (640x480).
5. Load the tornado image (ef3.png) and scale it to 200x225 pixels.
6. Set the initial position of the tornado to x = 0 and y = 300.
7. Set up a game loop that continues until the user quits.
   * Set the frame rate to 70 frames per second.
   * Check for events (e.g., user input, window close).
   * Move the tornado image to the right by 5 pixels per frame.
   * If the tornado image moves beyond the right edge of the screen, reset its position to the left edge.
   * Refresh the screen by drawing the background and the tornado at their respective positions.
8. Quit the game engine when the user exits the game loop.