Task 4 - Spike (ext): GridWorld Multi-threaded

Context: The non-blocking game loop is a more sophisticated implementation of the game loop concept. It is the most common form of game loop used by modern games.

Knowledge/Skill Gap: The developer is unfamiliar with the non-blocking game loop.

Goals/Deliverables:
[CODE] + [SPIKE REPORT]

Create a console program that implements the "Gridworld" game using multi-threading to create a non-blocking game loop. The loop must execute continuously, only processing input when it occurs, and only providing output when necessary. The Gridworld game should be implemented with a timer.

Recommendations:
- The time will help you demonstrate that one thread is continuously running.