Week 2 Progress Report: Refactoring Board Logic & Implementation

- Dates: 9/15 - 9/21

Week 2 Goals:

✅ Refactor and optimize the playing field grid
✅ Write unit tests for the playing field grid

Statistics:

- **LoC:**
  - `src/starter_code/tetris_code_explained.py` : 289
  - `src/starter_code/tetris_ver1.py` : 206
  - `src/game/board.py` : 39