Alien Battle pseudocode

* Do some setup
  + Import modules
  + Define the constants(H)
  + Load the images
    - Green ship
    - Red ship
    - Blue ship
    - Space
* Create a Ship class
  + \_\_init\_\_function
  + Update function that changes ship’s position
* Create a Player\_ship class
  + \_\_init\_\_function
  + Update function that changes ship’s position with the arrow keys
* Initialize Pygame
* Create a game loop
  + Quit the program if the player presses exit button or ESC key
  + Fill the screen with the background image
  + Update the ships(call the update function)