* Import pygame
* Create width, height, tile, fps and game res for the playing field
* Multiply the width and height with the tile size to create the game res
* Grid = x (w), y (H). square of the size of the tile
* Coordinate system for the blocks (center or rotation etc)
* Loop the equation, use the x and y unknown and multiply w the tile
* To move the block, create a dx variable (change in x)
* Use the “if” command to ensure when pressing keys, the x variable will change
* Borders: create a deepcopy of the figure, if the figure goes beyond the border it will restore its position