* Import and install pygame
* Initialize pygame window
* Add closing input (X functionality)
* Grid creation (20 by 15) (800 by 600)

Afbeelding met tekst, schermopname, lijn, Perceel

Automatisch gegenereerde beschrijving

* Mouse click location detection (x, y) tuple
* Define window sizing and location (1920 by 1000) and loaded 31 pixels from top of screen
* Add house on grid location
* Change background
* Add gamestate class for game params
* Display params on screen
* Change print order (grid lines behind text)