Adding a game over screen

Do this AFTER you have done the place a bomb tutorial.

In BallData.py, in the newGame() method, add another variable to the data to track if the game is over yet. The game is not over for a new game, so we set it to False.

```
self.game_over = False
```

When the bomb has already exploded AND no other balls are currently shrinking or exploding, then the game is over. We need to enforce that. In BallData.py, we need to add code to test for this and then set the game_over to True. Somewhere in the evolve method, insert the following (right after the first return statement):

```
# test for end of game
if self.bomb.is_complete():
    for ball in self.balls:
        if ball.is_shrinking() or ball.is_exploding():
            self.game_over = False
            break
    else:
        self.game_over = True
```

Then somewhere in the draw method we can add some text to display if the game is over:

```
if self.game_over:
    game_over_text = "Game Over"
    self.drawTextCenter(game_over_text, surface,
                        self.cell_size*self.width/2,
                        self.cell_size*self.height/2)
    game_over_text = "Esc to Quit"
    self.drawTextCenter(game_over_text, surface,
                        self.cell_size*self.width/2,
                        self.cell_size*self.height/2 + 30)
```