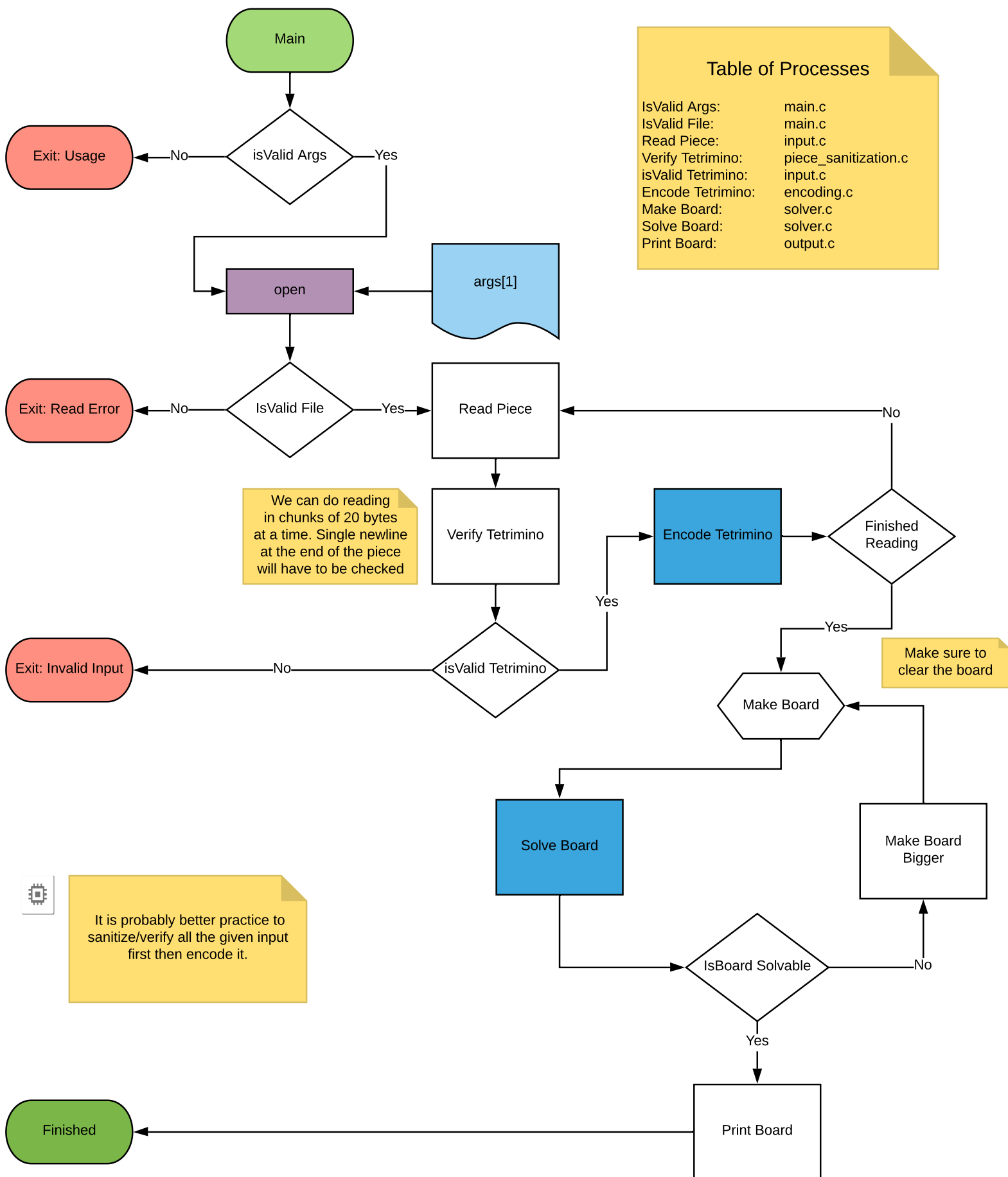


Main Fillit



Encoding

Assumes that the piece is a valid tetrimino.

If bitwise put it in a bit mask
If string then store buffer
If 2D array divide the buffer etc...

This will make the piece easy to work with.

You will need this to make sure the piece is within the board boundary

If array make an array of 26
If linked list, malloc them

Start

1) Make a data structure to put piece into

2) Align Structure Top-Left Justify

Get the Width and Hieght

Put said piece_structure in a iterable structure

Table of Functions/Methods

Methods/Functions found in
File: encoding.c

Start: encode_piece()
1): set_mask ()
2): align_piece()
3): piece.h

Solve Board

