Approach B initial prompt for GPT Pilot (generated by ChatGPT with human input)

I want to create a Tetris game in Python. The game will feature a grid-based playing field and allow players to control falling tetrominoes with keyboard inputs. Start by implementing the grid, the different types of tetromino pieces, and their ability to move around the grid. I would like to emphasize the importance of modularity and clear software design, because I will add more features in the future (including the pieces falling over time, pieces stopping when they collide with something below them, line-clearing, score-tracking etc.) But for now just implement a grid where a random tetromino piece (from a selection of a few) spawns in and moves around under influence of the arrow keys, and take into account collisions.