

PlayGrid

2D List to store
Block objects and
None values

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setSpace() -
Sets a space in the
grid to a value

spaceOccupied() -
returns true if the
requested space is
occupied

clearRow() -
clears an entire row
of the grid

shiftDown() -
moves all blocks
above a specified
row down by one
row

clearLines() -
check each row. If
a row is filled,
clearRow() and
shiftDown()

Block

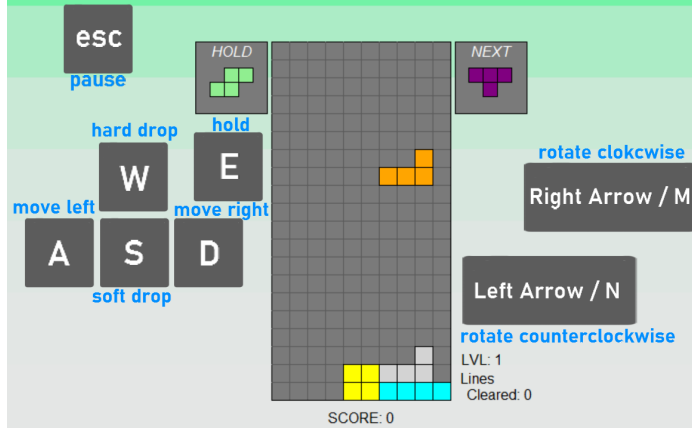
graphics.Rectangle

columnPosition (in
PlayGrid)

rowPosition (in
PlayGrid)

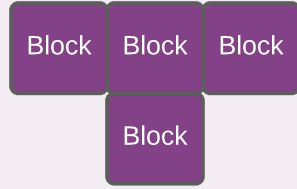
move() -
updates the position
values by the specified
values and moves the
graphics.Rectangle object
accordingly

Quadtris



Quadromino (Four square pieces that form a single, connected piece that moves)

Blocks



move() and checkMove() -
checks to see if the PlayGrid
is occupied in the target location.
Moves the Blocks to the new
location if possible.

rotate() and checkRotate() -
checks target positions in
PlayGrid and moves squares if
possible. Movement based on
current and target orientation.

orientation - int, 1-4 to
describe current
orientation

depositQuadromino() - adds all
Blocks to the PlayGrid

Different Shaped Pieces

Different Shaped Pieces

Different Shaped Pieces

Different piece classes will extend the Quadromino class to have
different initial positions and different rotation processes

HOW TO RUN:
Run the game.py file