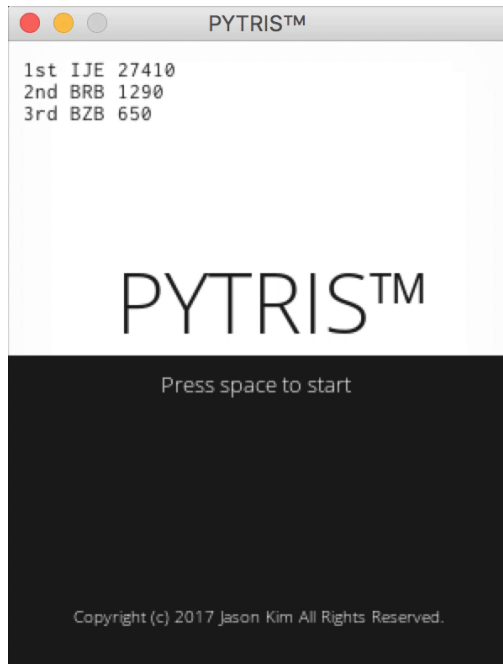# PYTRIS™

tetris made with pygame

How to play

How to launch the game

Macintosh

Execute the command below

```
python3 pytris.py
```

Windows

Execute the command below

```
python pytris.py
```

#Note. You got to have pygame installed
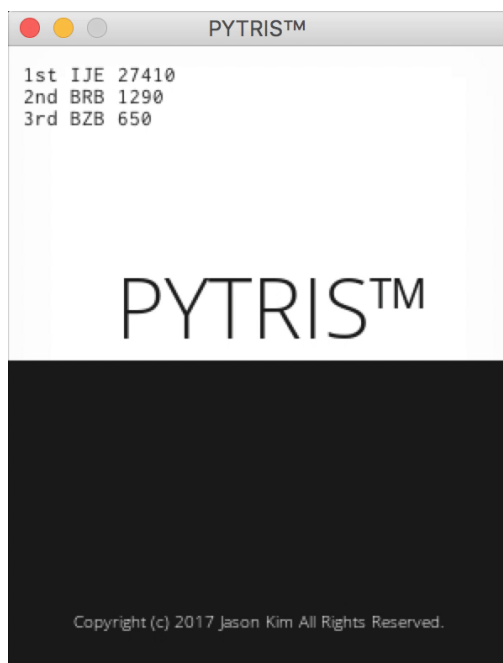
• Install pygame

Commands

Command	Key
Move left	Left
Move right	Right
Rotate right	Up / X
Rotate left	Left ctrl / Z
Soft drop	Down arrow
Hard drop	Space
Hold block	Left shift / C
Pause game	Esc

Score board

Action	Score
Block drop	10 * level
Single	50 * level
Double	150 * level
Triple	350 * level
Tetris	1000 * level

Things that work
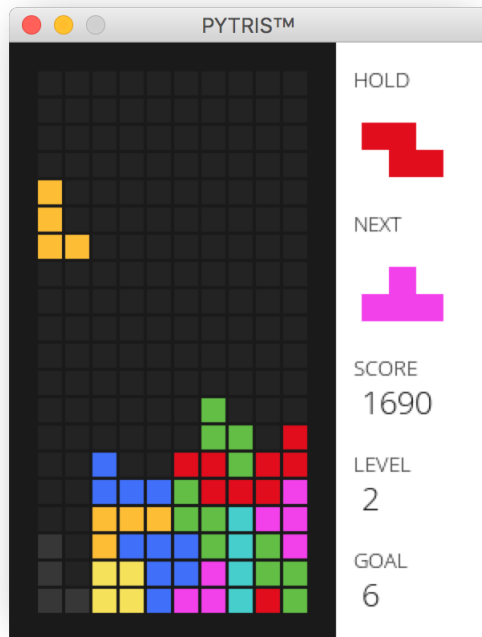
Start screen with blinking text

Leaderboard

- Displays top 3 scores on the start screen

Randomly generated tetrimino blocks

- New block is randomly choosed from 7 tetriminos.

Displays

Holded block

- Holds current block when L_SHIFT is pressed.
- Holded block is displayed on the right.

Next block

- Next block is displayed on the right.

Score

- Current score is displayed on the right.

level

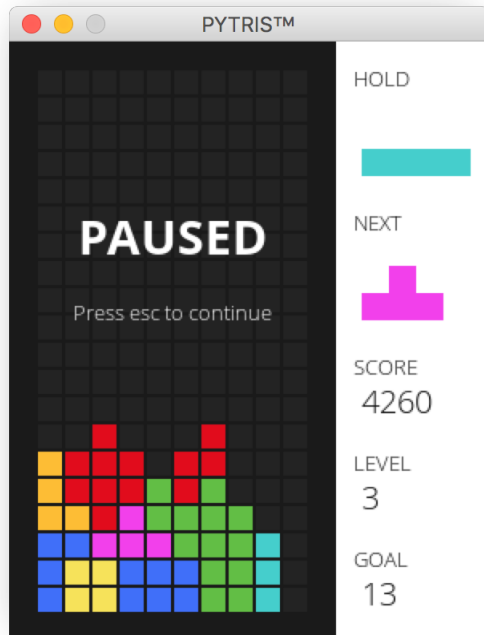- Current level is displayed on the right.

Goal

- Lines required for next level is displayed on the right.

Ghost

• Ghost mino at the bottom for enhanced game experience.

Pause

• Pause the game when 'esc' key is pressed.

Level system

• Increase speed according to levels.
• Increase score per line according to levels.

Preventing invalid moves

Prevents new blocks from penetrating bottom blocks.

```
is_bottom(x, y, mino, r)
```

Prevents blocks from moving over walls.

```
is_leftedge(x, y, mino, r)

is_rightedge(x, y, mino, r)
```

Kick

Floor kick

• Nudge the block up when it's impossible to turn without it.

Wall kick

• Nudge the block sideways when it's impossible to turn without it.

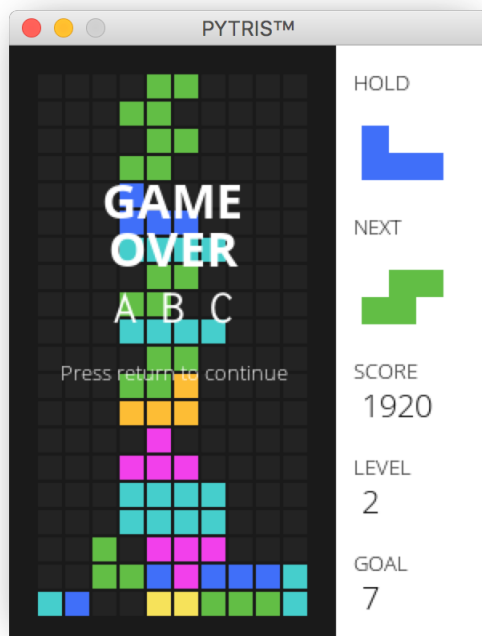**Used function**

```
is_turnable(x, y, mino, r)
```

Remove maxed out rows

• Maxed out rows get emptied out.

Sound effects

More on Resources

Game over when the board is full

• You can save your score after the game is over.

Things that don't work

Everything seem to work for now

Please notify me if you find any bugs.

Future plans

T-spin support

• Support for T-spin single, double, triple.

Resources

Framework

pygame (1.9.3)

Fonts

• OpenSans(Apache License)
• Inconsolata(SIL Open Font License)

Sound source

source

Sound effect for button clicks

Start button / Continue button

```
assets/sounds/SFX_ButtonUp.wav
```

Left / Right / Up / Down Arrows

```
assets/sounds/SFX_PieceMoveLR.wav
```

Space bar(in game)

```
assets/sounds/SFX_PieceHardDrop.wav
```

Sound effect for Single, Double, Triple and TETRIS

Single line clear

```
assets/sounds/SFX_SpecialLineClearSingle.wav
```

Double line clear

```
assets/sounds/SFX_SpecialLineClearDouble.wav
```

Triple line clear

```
assets/sounds/SFX_SpecialLineClearTriple.wav
```

Tetris

```
assets/sounds/SFX_SpecialTetris.wav
```