

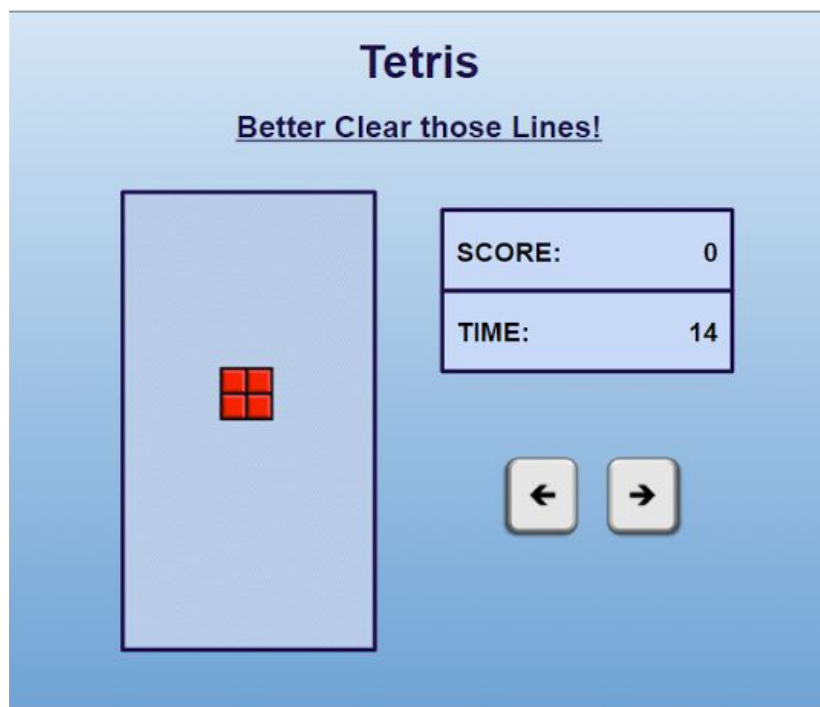
# Tetris

## Better Clear those Lines!

The goal of Tetris is to score as many points as possible by clearing horizontal lines of Blocks. The player must move, and drop the falling Tetriminos inside the Matrix. Lines are cleared when they are filled with Blocks and have no empty spaces.

Play the game a little bit and relax (you can play online here: <http://www.freetetris.org/game.php>).

UX Concept:



## Requirements

1. Implement the game
  - For now, use only one basic piece (2\*2).
  - piece start falling from a random index in the top row.

- User can move the pieces by using keyboard arrows or by clicking the arrows in the DOM.
  - Game ends when pieces stack up to the top of the playing field
2. UI shall have the following fields:
    - Playing field (14\*28 matrix).
    - Arrows (To control piece location).
    - Score board (User gets 100 points for each line he clears).
    - Time count.
  3. UI shall look nice and responsive.

#### bonus

When user press the bottom arrow key, the piece falls down faster.



