Create a version Tetris game that required:

* Can pass a board as a game state
* Can pass a block for now block
* It must be a duplication of a state in the game which was returned from the real-time game

To build a very simple Tetris game:

* A class for Tetris – main, will contain the current state and the block is falling
  + Grid of game
  + Contain Tetromino
  + Position
  + Shadow of the current piece
* A Tetromino – (A piece) contain:
  + A current position in 2D class
  + Shape
* Rotate to gain a new position
* Move left, move right
* Check collision in each move

09/02:

Now Agent will receive the current state from environment real-time. It will rotate 3 times to find the best move for each rotate version. The reason why need to do like that is we don’t know after rotating where is the starting point of the block. This agent is the same as the old model when is built with the environment of Minh.

I need to update it for becoming better:

* Extracting some feature to train and test.
* Evaluate the features
* Choose the good features
* Creating the normal distribution for the population