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