

Tetris

Environment

- STM32F103RC
- STM32CubeMX
- PlatformIO

Structure

- Src └── block.c └── button.c └── game.c └── grid.c └── lcd.c └── main.c └── parameter.c └── scene.c └── stm32f1xx_hal_msp.c └── stm32f1xx_it.c └── syscalls.c └── sysmem.c └── system_stm32f1xx.c └── ui.c

Feature

- Draw at least 7 types of blocks with different colors.
- Rotate and move the blocks left and right by keys.
- A line disappears when the whole lines are all filled.
- Show the scores and at least 2 blocks will soon drop.
- At least 3 rounds, for the blocks drops faster when level up
- Effects of interface and operating.
- Key combinations control Tetris behavior.

Run

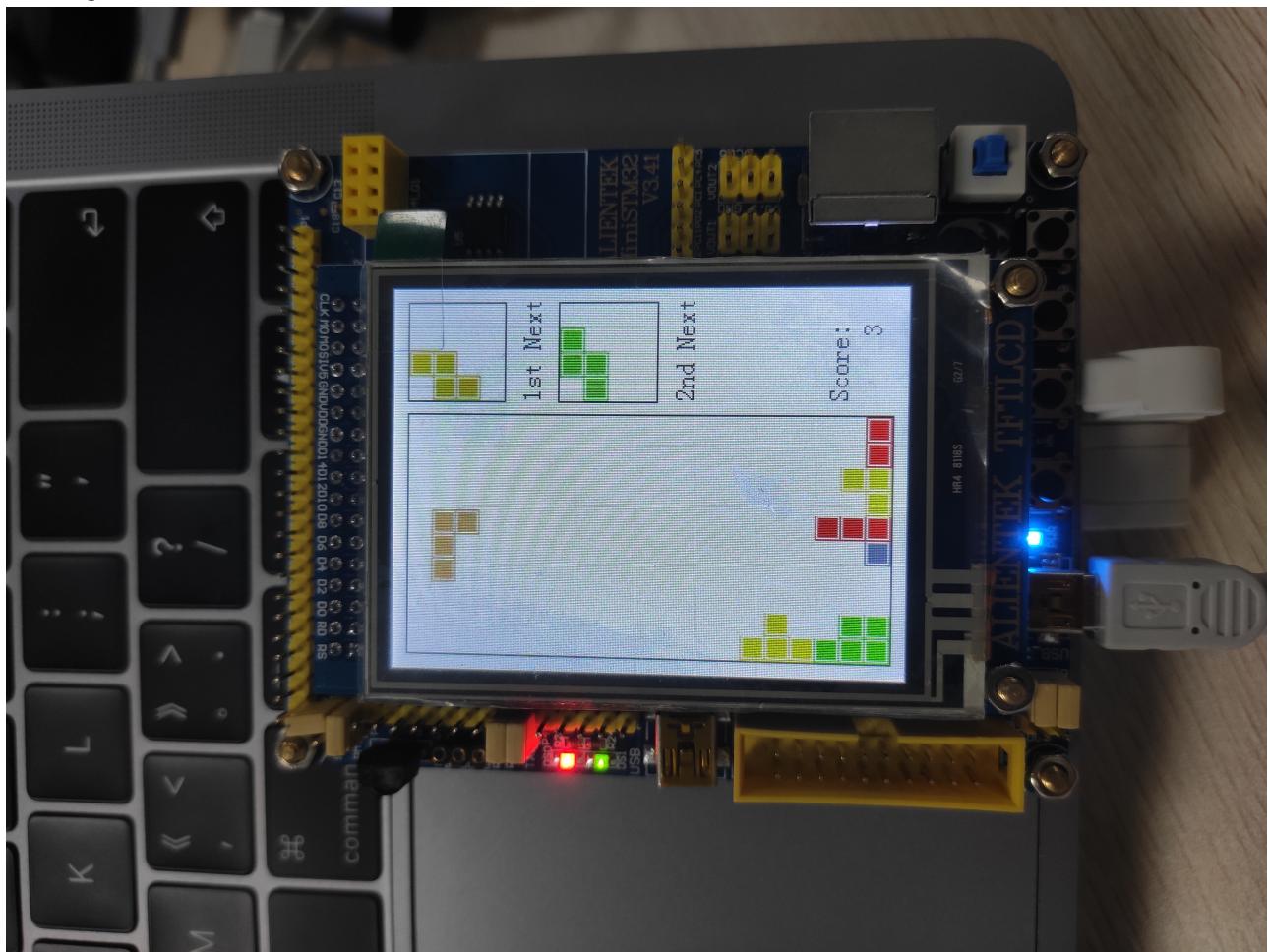
- **KEY1**: move left
- **KEY0**: move right
- **WAKE_UP + KEY1**: rotate
- **WAKE_UP + KEY0**: fall down fast
- Press any key to start

Test

- Game start



- Gaming



- Game over

