

# Tetris

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## 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

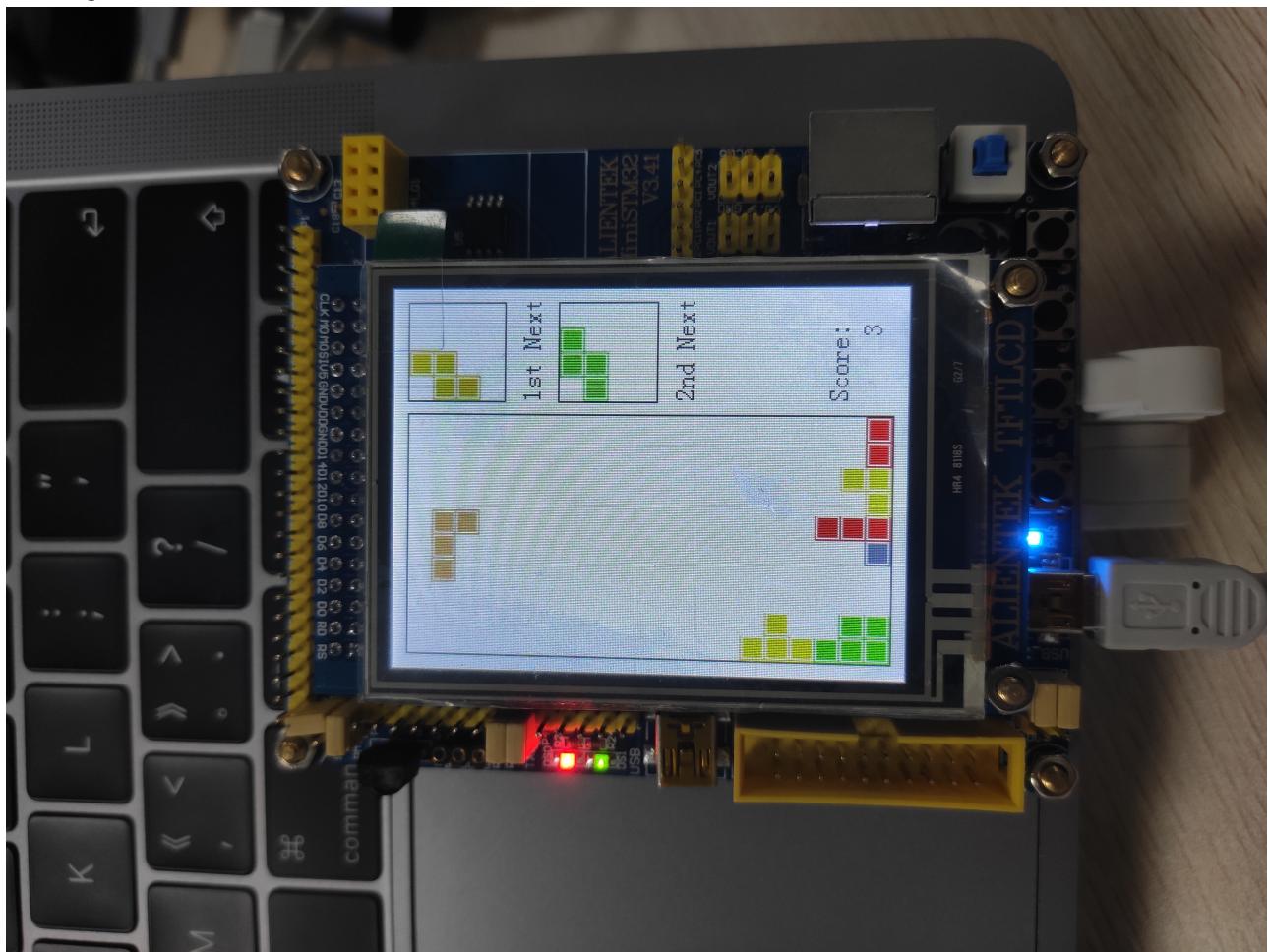
- **KEY1**: move left
- **KEY0**: move right
- **WAKE\_UP + KEY1**: rotate
- **WAKE\_UP + KEY0**: fall down fast
- Press any key to start

## Test

- Game start



- Gaming



- Game over

