

Tetris

Environment

- STM32F103RC
- STM32CubeMX
- PlatformIO

Structure

- Src
 - └ block.c
 - └ bmp_background.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

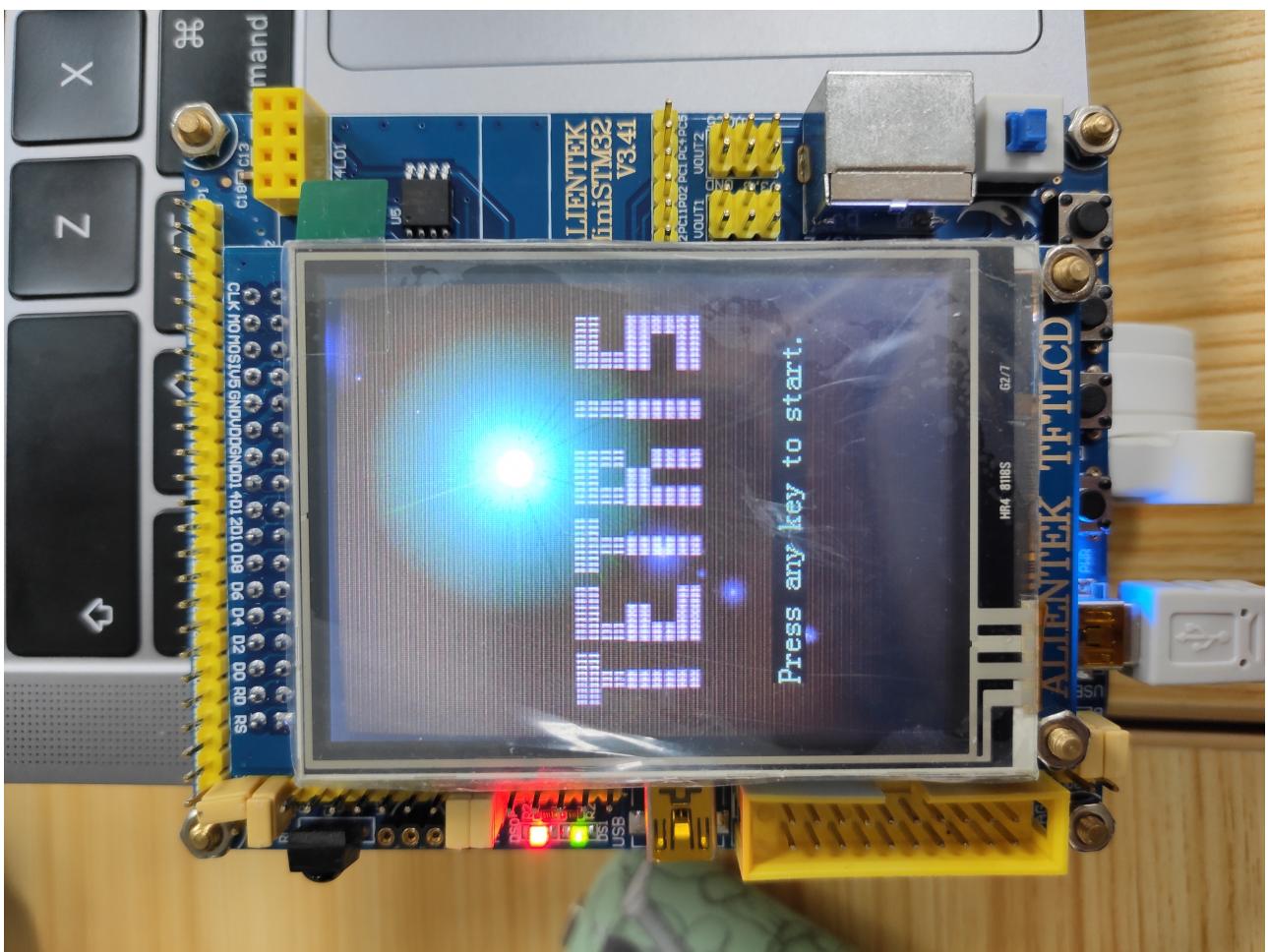
- Draw at least 7 types of blocks with different colors;
- Rotate and move the blocks left and right by keys;
- A line disappears when the whole lines are all filled;
- Show the scores and at least 2 blocks will soon drop;
- At least 3 rounds, for the blocks drops faster when level up;
- Effects of interface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

Run

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

Test

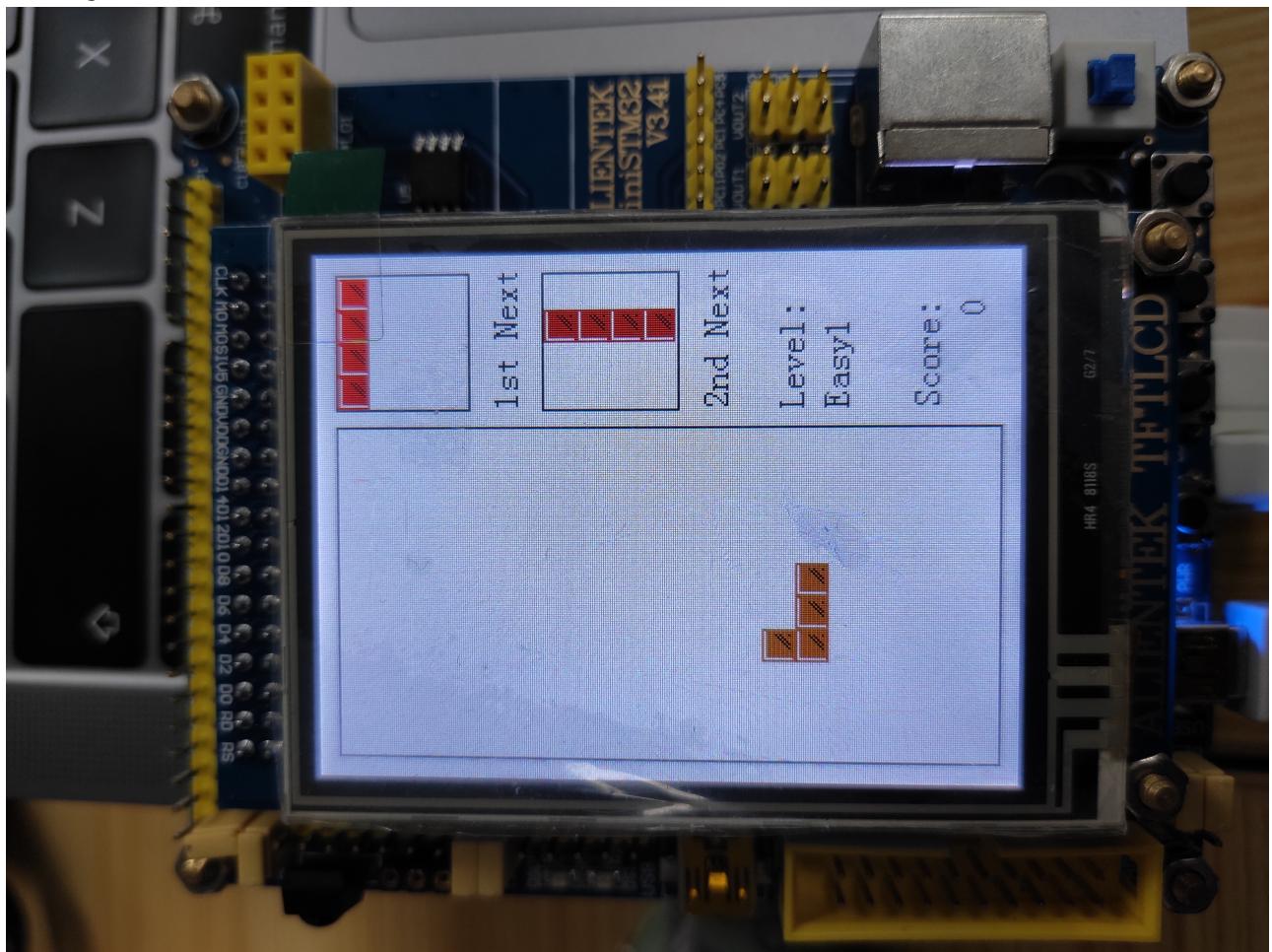
- Game start



- Block pattern choose



- Gaming



- Game over

