

Pg.2

While people downloading showoff game

While people finish downloading set screen display to 100% instead 125%

Pg 3

Go on board and draw tetromino grid system

Pg. 4

Deepcopy because Memory allocation stuff. Reason why we can't just copy it into a different variable because it simplify wouldn't have enough space

Since tetromino is actually a list of pygame objects so its larger than your mom

Pg. 5 and 6

Feild is a list that contains all position that has a tetromino touching the floor

Pg. 7

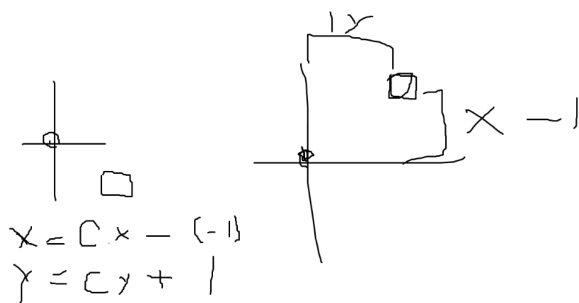
X and y are the differences of the position of the square in tetromino away from the center point tetromino of the other axis

And since we are subtracting x from center point (making more left) and adding y to center point (making more downwards) because the direction are inversed in x and y in pygames (x add go right, y add goes down)

Gemometry 90 deg Rule of Rotation: **(x,y)**

**becomes (y,-x)**

We get a 90 deg rotation clockwise



Pg. 8

Each frame, check in range of height each row contains a tetromino square, if it does check if its less than Width, if not then its a full line and should be removed

Checks line from bottom up (top is row 0, bottom is row 19)

Line is removed by copying the line above it and replace the full line

Pg. 9 appologize for shit readability

Pg 10.

How find color of shape, show awesome skill of Microsoft paint

Use Color to identify Tetromino "O" to prevent it from rotating

Use Color instead of center because center will change positon when falling and moving

Pg 11.

Rather than selecting a new tetromino when falling, copy the tetromino from Next tetromino and next tetromino will select a new one