Title: Tetris Game

Overview: A self-made Tetris game developed using Python and the Pygame library. This project demonstrates my ability to build interactive applications.

Features:

- **Gameplay**: Standard Tetris game mechanics including piece rotation, line clearing, and wall kick mechanics.
- **Controls**: Keyboard controls for moving and rotating pieces, with support for custom key bindings.

Technologies Used:

- **Python**: Core programming language used for developing the game logic.
- **Pygame**: Library used for handling graphics and input.

Challenges and Solutions:

- **Collision Detection**: Implemented efficient collision detection to ensure pieces interact correctly with the game board and other pieces and wall kicks can be performed correctly.
- **Game Loop**: Designed a smooth and responsive game loop to handle real-time user input and game updates.

Future Improvements:

- **Enhanced Graphics**: Plan to improve the visual appeal with better graphics and animations.
- **Additional Features**: Adding support to configure in-game behaviours like the falling speed of pieces and line-clearing speed.

Requirements:

- **Pygame**: Ensure that Pygame is installed to avoid the "module not found" error. Installation can be done via pip install pygame.