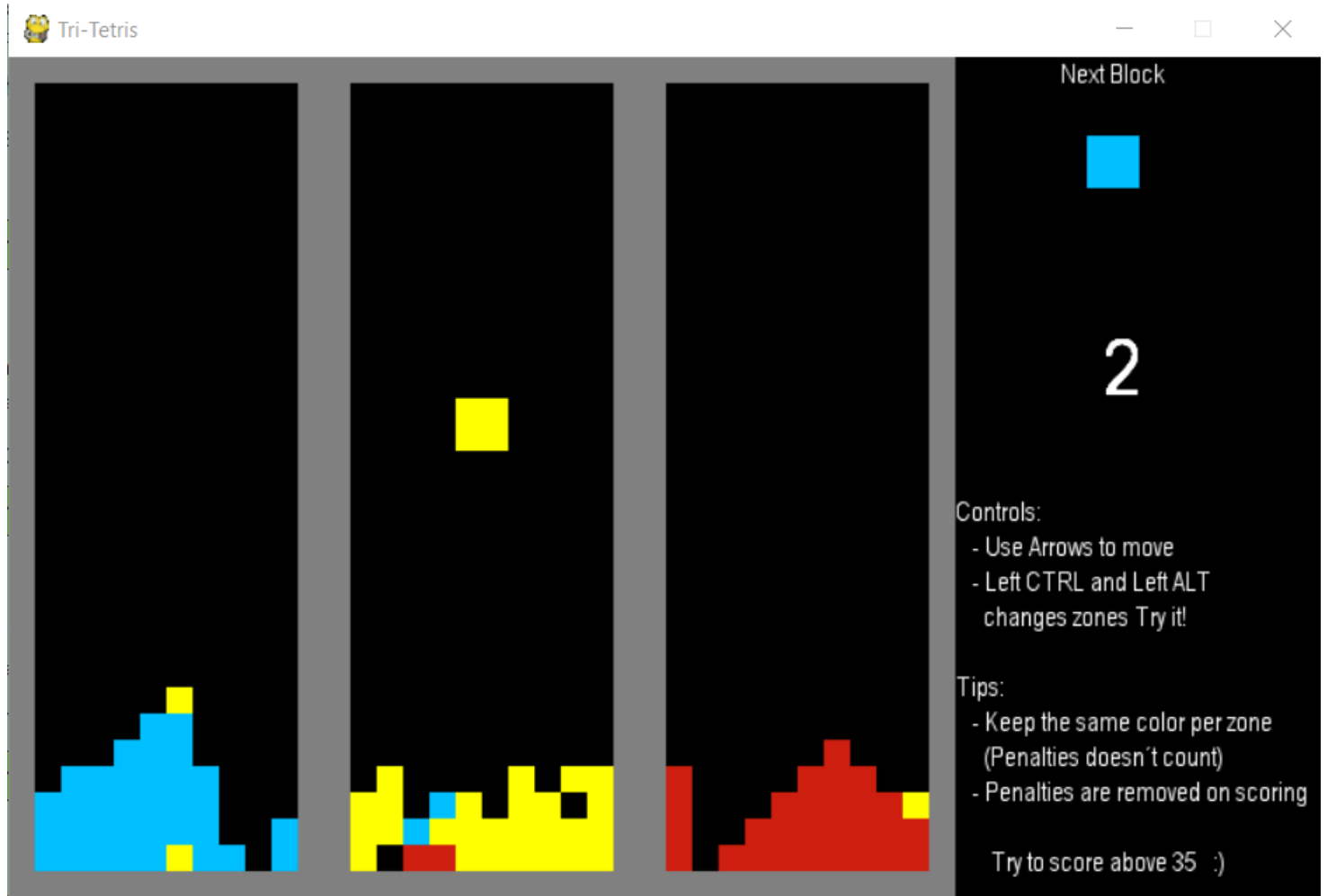


Tetris-Game

A Tetris game written in python, with a twist



Setting up

A conda environment is used for development, install conda from [here](#)

After installation, you can clone the environment by using:

```
conda env create -f environment.yml
```

After installation, activate the environment using

```
activate game
```

And finally, run the application:

```
python Tetris.py
```

Compiling from source

This will overwrite everything in `build`

With environment activated, run:

```
python setup.py build
```

A build folder will be created containing an EXE file Make sure `python36.dll` is included, if not, copy to the same folder as the EXE

This dll should be fine, however, if problems arise, please copy from your environment, located in:

```
C:\Users\User\.conda\envs\game
```

Known bugs

- Zone color is assigned as the first falling block appends to its zone, therefore, it is possible to have the same color in more than 1 zone.

Future implementations

- Don't close game at Game Over
 - Currently game exits at game over
- Blocks generate at random rotations

Original requirements

- ☒ 7 pieces exist
- ☒ 3 different colors for pieces
- ☒ 3 zones exists
- ☒ Score goes up at each line made
 - Falling speed is affected by score, the higher the score, the faster the fall
 - Around Score = 35 falling time is around 3 seconds top to bottom
- ☒ Pieces and color are generated randomly
- ☒ Pieces fall automatically
- ☒ Piece should appear at top center of screen
- ☒ Switch columns in game, free mechanic
 - CTRL and ALT keys on left side of keyboard are used for this
- ☒ Break piece if misplaced, keep 2 squares
- ☒ After breaking, append randomly to each other column
 - Called "Outliers" here on
- ☒ Outliers can't complete a line
- ☒ Outliers are removed on scoring a line
 - Penalty removal is implemented as `SCORE % 3` for column selection
 - If column has no outliers, try one more time with its neighbor
 - Outlier removal is random once a column is selected
- ☒ If outlier has something above it, fall down
- ☒ If lines are made due fall after outlier, treat them as player made
- ☒ Documentation and player controls
 - This file is documentation, also included as a PDF
 - Commit logs in `Commit_Logs.txt` shows commits made until completion
 - Player controls are in game
- ☒ Executable file
 - Contained in `build/exe.win-amd64-3.6/Tetris.exe`