Purpose:
The goal of this exercise is to develop a version of Puyo-Puyo, a variation of the Tetris game.

We are interested in seeing your code writing skills, style and logic.

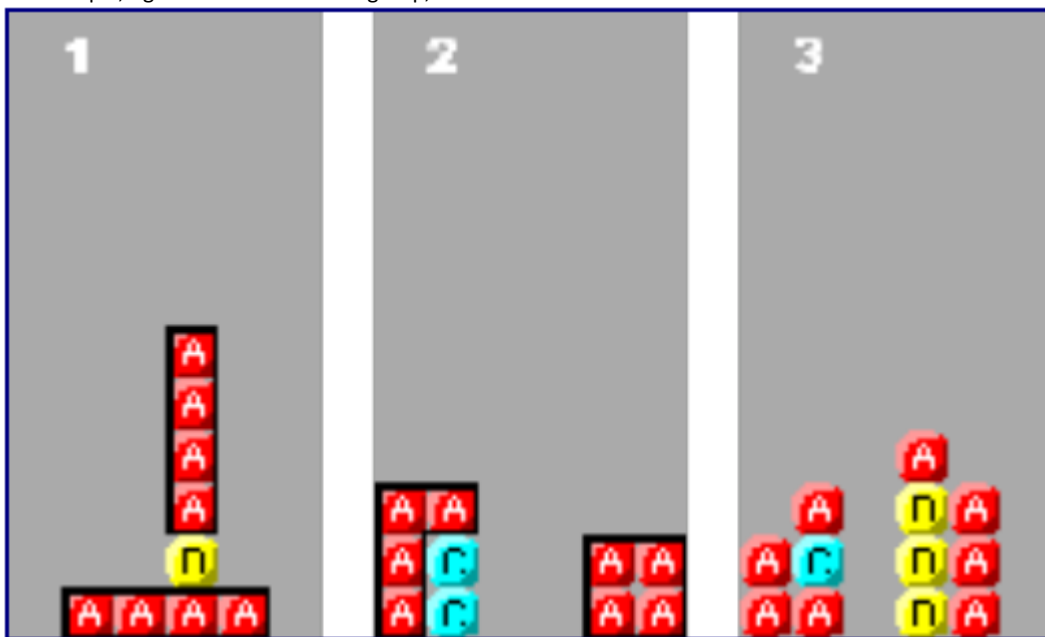Don't hesitate to comment on your code in order to make it as clear as possible.

Please do not browse the web (or any other source of information) to find the code of this program already developed. anyway, feel free to browse the web to find a playable version of the game for reference.

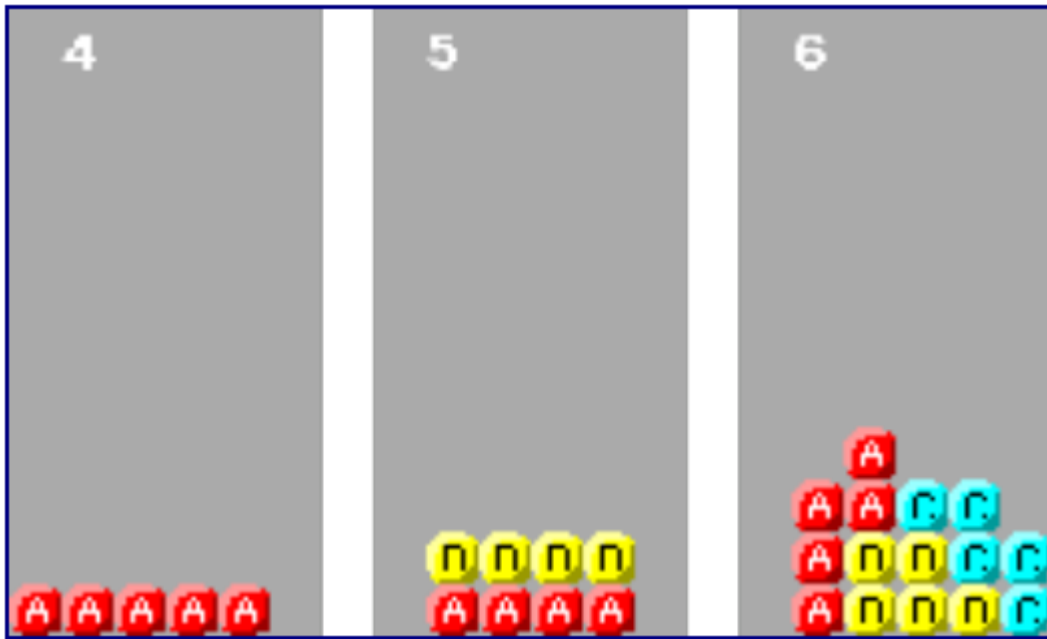The purpose of this exercise is purely a skill assessment, and gameplay implementation ability.

Rules of Game:
- Spheres come down from the top of the game board in pairs. A player can rotate them on their way down.
- Spheres come in 4 different colors: red, blue, green, and yellow.
- When four or more spheres are connected in a group, horizontally, vertically or in a tetris shape piece, not including diagonally (they must be adjacent to each other either horizontally or vertically) they are removed from the game board
  All spheres above those about to be cleared will then fall until they land onto other pieces or the bottom of the screen.

for example, figures 1 and 2 are valid group, while 3 isn't

You can create combo either when more than four puyos form a group or more than one group is formed at one time. All the sphere in a "combo" are erased at the same time. For example, grid 4 has a 5 combo, grid 5 has two groups of 4 for an 8 combo, and grid 6 has 3 groups of 5 for a 15 combo:

- The game board can be any size you want (we recommend 6x12)
- Note that the pair of spheres are not linked to each other. If one sphere is blocked because there is something underneath, the other one will continue falling (with no player control over it) until it reaches something.

The Zip Files Contain:

- 4 pictures of the sphere.
- A screenshot of the game as it should look as stated before, feel free to browse the web to find a playable version of the game for reference if some rules are unclear.

To Submit:
Please submit a java console application that will open a window and start the game.
You may attach a separate text file that documents player controls and any other comments (as gameplay improvements, bugs not corrected, any comment that will help evaluate your submission...)