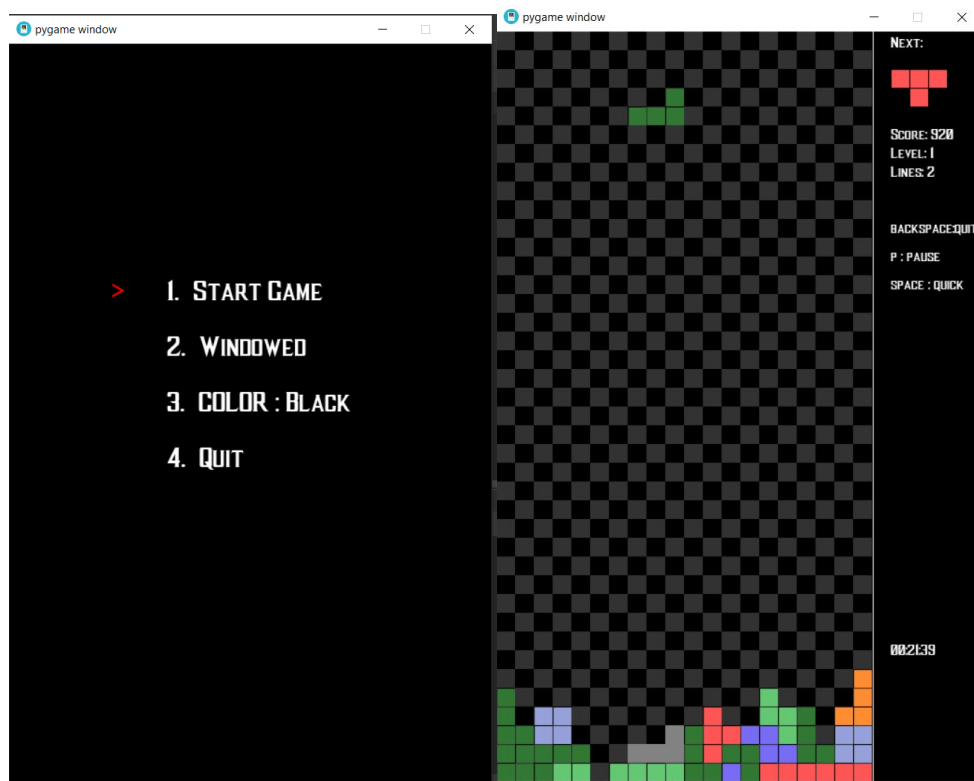# Tetris Game

Team members:

Almanov Mansur(W63789)
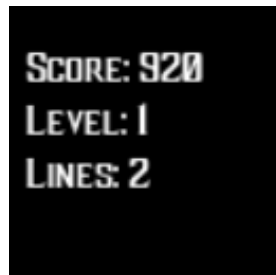**Beisenbek Kaisar(W65392)**

Introduction:

This is a description of a Tetris game. Tetris is a classic puzzle game where players must manipulate falling blocks to create lines and prevent the blocks from stacking up to the top of the screen.

Features:

Menu: The game has a menu with options to start the game, change the screen mode, change the background color, and exit the game.

Scorekeeping: The game keeps track of the player's score and displays the number of lines cleared.
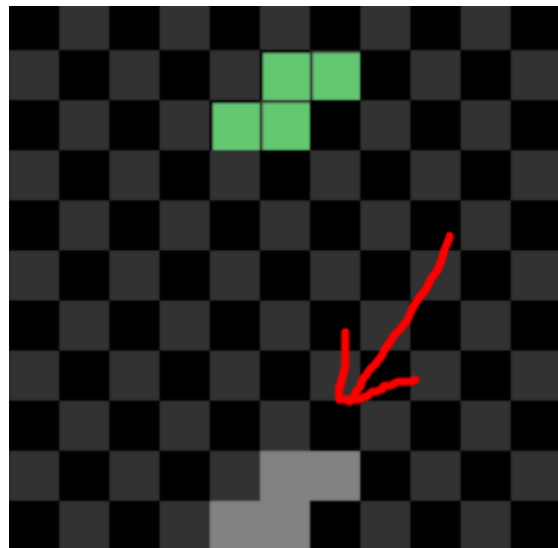
Level Function: The game has a level function that increases the speed of the falling blocks as the level increases.

Command Help: The game includes a command help feature that provides a brief explanation of the available commands on the right side of the screen.
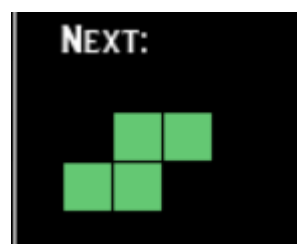
Pause: The game includes a pause button that allows players to pause the game.

Shadow: The game has a shadow function that allows players to preview where the current block will fall.

Next Block: The game includes a feature that allows players to view the upcoming block.

Game Over: When the game is over, the player's score is displayed, and they can restart the game by pressing the enter key.

Screen Modes: The game can be played in either fullscreen or windowed mode.

Block Contour: The blocks are outlined to make them easier to distinguish.

Font: The game uses the MKX Title font.

Seven Blocks: The game uses the classic seven-block Tetris pieces.

60 FPS: The game runs at 60 frames per second.

Block Implementation: The blocks are implemented using a nested list, with the color represented using a number.

Algorithm:

The game is implemented using a class-based object-oriented approach.
The drop function is responsible for both moving the blocks and clearing lines.
The shadow function previews where the current block will fall.
The game's level function increases the speed of the falling blocks as the level increases.

Conclusion:

This Tetris game is a classic puzzle game with various features and mechanics that enhance the gameplay experience. The game is implemented using a class-based object-oriented approach and includes a variety of features such as scorekeeping, screen modes, and block contour to make the gameplay more enjoyable.