

# TETRAIS

KEYS	FUNCTIONS
0	MUTE BACKGROUND MUSIC
1	ROTATE
4	MOVE LEFT
6	MOVE RIGHT
9	HARD DROP
F	NEW GAME
D	PAUSE MENU
E	EXIT GAME

## CONTEXTUALIZATION

IN THIS PROJECT, WE DEVELOPED THE GAME TETRIS AND SUCCESSFULLY IMPLEMENTED MOST OF ITS FUNCTIONALITIES. HOWEVER, WE MADE A GROUP DECISION NOT TO INCLUDE ROTATION ACCORDING TO THE OFFICIAL GAME. THIS CHOICE WAS MADE TO ADD OUR OWN UNIQUE TOUCH TO THE GAME AND EXPLORE NEW POSSIBILITIES.

IN SUMMARY, OUR PROJECT WAS A FUN LEARNING EXPERIENCE THAT ENHANCED OUR PROGRAMMING SKILLS AND FOSTERED EFFECTIVE COLLABORATION. IT WAS A TESTAMENT TO OUR DEDICATION, RESULTING IN IMPROVED SKILLS AND A STRONG SENSE OF ACCOMPLISHMENT.

GROUP: 28

RODRIGO GOMES (106644)

DIOGO DINIZ (106196)

TOMÁS ANTUNES (106265)