



Lesson 3.x - Homework

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Stakeholders	
Status	Ready
Type	

Read

1. https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Iteration_protocols
2. https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Loops_and_iteration
3. Bonus* https://www.w3schools.com/css/css_grid.asp

Finalize project - <https://github.com/yasinishyn/ucu-tetris>

1. Change the state to `static` of the `currentObject(state === 'falling')` when any of it's blocks is placed on top of another block;
2. Create a new `falling` object if all other objects are `static`
3. Handle move-`down` event
4. Handle move-`left` event
5. Handle move-`right` event
6. Destroy the `row` if all cells are filled with color
7. **Bonus*** If it's impossible to place a new figure on the playground (the next down-interval iteration will make the figure `static`) declare the `Game Over`
8. **Bonus*** When creating a new object, apply a random rotation to the figure (See [mockups](#) for more details)

9. **Bonus*** When creating a new object, select a random (but not outside the playground) location of the `x (horizontal) axis`