

Task:

Write a playable version of Tetris game.

Description:

Tetris is called a falling block puzzle game. In this game, we have seven different shapes called tetrominoes. S-shape, Z-shape, T-shape, L-shape, Line-shape, MirroredL-shape and a Square-shape. Each of these shapes is formed with four squares. The shapes are falling down the board. The object of the Tetris game is to move and rotate the shapes, so that they fit as much as possible. If we manage to form a row, the row is destroyed and we score. We play the tetris game until we top out.

Below you can find the most important requirements needed to fulfill this task. Please find as attachment, set of assets which can be used to implement this exercise. Feel free you use them if you need.

Functional requirements:

- Basic version of Tetris with 7 tetriminos
- A left / right key
- A hard drop key
- A rotation key
- Play again after loss

Technical requirements:

- JavaScript or Typescript
- OOP paradigm
- WebGL based engine, ie. Pixi.js, Phaser, Cocos.js or similar.
- Deliver source code via mail as zip package or link for repository in github/bitbucket, etc