Tetris-ai

The objective of this project is to implement a genetic algorithm to learn and master one of my favourite games: Tetris. The game itself can be played in terminal.

TODO:

- [ ] Fix repeated key press issue
- [ ] Learn how genetic algorithms work
- [ ] Implement and train a genetic algorithm

Completed:

- [X] Working tetris
- [X] getMoves
- [X] getScore (fitness function)
- [ ] Genetic Algorithm:
    - [ ] selection
    - [ ] crossover
    - [ ] mutation