CLASS PIECE

A screenshot of a computer

Description automatically generated with medium confidence

Store information about each shape

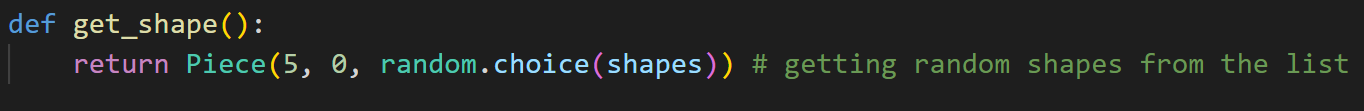
CREATING GRID

Text

Description automatically generated

in here it creates grid by creating multidimensional list that contains rows and columns. Each element in the lists will be a tuple representing the colour of the piece in that current position. This will allow it to draw all the coloured squares quite easily as we can simply loop through the multidimensional list. by this locking the position of the grid and colouring it black

GET RANDOM SHAPE



Get random shape from list

DRAW THE GRID

A screenshot of a computer

Description automatically generated with medium confidence

This function will simply draw the grey grid lines in the play area so that we can see which square our pieces are in

COVERT SHAPE FORMAT

Text

Description automatically generated with medium confidence

This function translates the shape list into the shapes so it can be blocks in the game

VALID SPACE

A screenshot of a computer

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In this function will have two parameters: grid and shape. it will check the grid to ensure that the current position we are trying to move into is not occupied. The function can do this by seeing if any of the positions in the grid that the shape is attempting to move into have a colour. If they have a colour other than black than that means they are occupied.

CHECK LOST

Text

Description automatically generated

Checking whether the user has lost or not in the game

DRAW NEXT SHAPE

Text

Description automatically generated

In this function, it is going to display the next falling shape on the right side of the screen

CLEAR ROWS

Text

Description automatically generated

In this function it will check if a row is full, it will delete that row. However, this will shift each row down and leave us one missing row at the top. To compensate this, we add another row to the top. So, the row will generate a new one in the top each row is deleted in the bottom.

INCREASE DIFFICULTY

Text

Description automatically generated

As the time runs the speed of the shapes will be increase

ADDING SCORE

A screenshot of a computer

Description automatically generated with medium confidence

Graphical user interface

Description automatically generated

Logo

Description automatically generated

Add score below the next shape

LOSING THE GAME

Text

Description automatically generated

If lost it will write YOU LOST

MAIN MENU Text

Description automatically generated

Creates main menu before the game start

MAIN

Text

Description automatically generated Text

Description automatically generated

Inside main is the:

* Increase difficulty
* Adding score
* Main menu
* Keybinds

SETIING UP THE WINDOW

Text

Description automatically generated

START THE PROGRAM

Graphical user interface

Description automatically generated