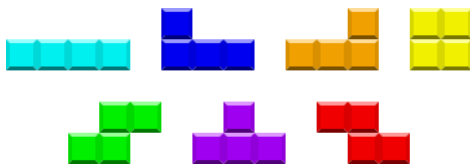# TETRIS

Tetris is a tile-matching puzzle video game, originally designed and programmed by Russian game designer Alexey Pajitnov. It is a game in which you try to place random tetreminos in the board to fill the lines completely. When a line is full, you earn points.

Tetreminoes:

1	1	0
0	1	0
0	1	1

0	1	0
0	1	1
0	0	1

Gravity:

The tetreminos dropping according to game speed. When you level up, the game speed increase. That's make competition.

Collision:

There are different types of collision. The game must check collision state for every movement. And decides what is going to happen considering this check. If a tetremino touch other locked tetremino or the player try to move tetremino out of the board that's mean a collision. If player put current tetremino over the board, the game is over.

Rotate:

Every tetremino has an array which contains its every possible position. When player rotate tetremino its gather information from that array.