



Title Lorem Ipsum

Sit Dolor Amet



INTRODUCTION

- Overview of the Tetris game
- Importance of Tetris in gaming history
- Using Python and Pi game library
- Objective of the presentation

SETTING UP THE GAME

- Importing necessary libraries
- Creating a window with specified resolution
- Main game loop
- Using a settings file for convenience



BUILDING THE GAME STRUCTURE

- Creating classes for blocks and tetra
- Managing tetra and block instances
- Implementing flexible and scalable structure
- Using sprite for improved graphics



ADDING VISUAL EFFECTS

- Implementing special effects for line clearing
- Creating transparent block images
- Animating block scattering and rotation
- Removing blocks after special effects

Scoring and Game Mechanics

- Tracking points and full lines
- Accruing points based on line count
- Implementing speed-up mechanism
- Checking for game over condition

FINALIZING THE GAME

- Adding text inscriptions
- Displaying next tetra and score
- Implementing endgame condition
- Reviewing the completed game

A decorative graphic in the top-left corner consisting of two parallel diagonal lines, one blue and one dark grey, meeting at a point.

*Thank
you!*