**Tetris game**

**Made by**

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The tetris game project consist of eleven file i.e. following:

* **main.cpp**
* **Tetris\_Board.h**
* **Square.h**
* **Piece.h**
* **Tetro\_a.h**
* **Tetro\_b.h**
* **Tetro\_c.h**
* **Tetro\_d.h**
* **Tetro\_e.h**
* **Tetro\_f.h**
* **Tetro\_g.h**

In these files different functions for movement, rotation, board printing and possible check functions like collision check, fill row check are written.

**Keys:**

Every tetromine **moves left** by pressing **‘A’** key, **moves right** by pressing **‘D’** key , **moves down** by pressing **‘S’** key.

Key **‘W’** is used **for rotation** of every piece. Lastly the **escape key** is used to **terminate the game**.

**Graphics\_InterFace:**

SFML is used for graphics.

**Tetromines:**

Each class from tetro\_a to tetro\_g represents one of seven standard shape. Each class know its rotation , validity of rotation and standard pattern.

**Tetris\_Board.h:**

This is class of tetris board that is a 2d array keeps account of board co-ordinates, shapes to be printed and score.

**Square.h:**

Its has x and y co-ordinates for graphics implementation of a square and x y indexes of 2D board.

**Enjoy!**