



PART 1: INTRODUCTION

Welcome to our implementation of Biquadris! To begin the game, a player is required to enter an arbitrary ASCII value and press Enter. Both players are introduced to their respective game board and are provided with information regarding their current level, score, turn status, and block to expect for their next turn.

PART 2: FUNCTIONS

Both players are featured with various functions to translate their blocks across the grid to maximize the number of points they get. We preview these functions over the next parts. Note that a client can input macro commands and can specify the number of times they wish to perform a command to their block.

PART 2(a): RIGHT



PART 2(a): LEFT



```
3down
Level: 0      Level: 0
Score: 0      Score: 0
Turn: PLAYER 1
-----
      IIII
      IIII

Next:         Next:
IIII         IIII
█
```

```
drop
Level: 0      Level: 0
Score: 0      Score: 0
Turn: PLAYER 2
-----
      IIII
      IIII

Next:         Next:
IIII         IIII
█
```

```
cl
Level: 0      Level: 0
Score: 0      Score: 0
Turn: PLAYER 1
-----
      I
      I
      I
      I

      IIII

Next:         Next:
IIII         IIII
█
```



PART 2(c): DOWN

(Translates block by 3 cells downward)



PART 2(d): DROP



PART 2(e):
CLOCKWISE

PART 2(f):
COUNTER-
CLOCKWISE



```
CO
Level: 0      Level: 0
Score: 0      Score: 0
Turn: PLAYER 2
-----
      I
      I
      I
      I

      I
      I
      I
      I

      IIII

Next:         Next:
IIII         IIII
█
```

```
Turn: PLAYER 1
-----
      I
      I
      I
      I

      IIII

      I
      I
      I
      I
      IZ      I      00      L
      ZZ      LL      I      T      LL
      ZSS00LTTTI      TT      TTT
      SS 00L T I      T      T
```

```
Turn: PLAYER 2
-----
      IIII

      IIII

      I
      I
      I
      I
      IIZ      I      00      L
      IZZ      LL      I      T      LL
      ISS 00L T I      TT      TTT
      T      T
```

Before

After

PART 2(g): BLOCK REMOVAL

```
levelup
Level: 2      Level: 1
Score: 14     Score: 14
Turn: PLAYER 2
-----
      TTT
      T
                L
                L
                LL

00          00
00          00
ZZ          TTT
ZZ          T
SS          TTT
SS          T
-----
Next:      Next:
TTT        L
T          LLL
█
```

PART
2(h):
LEVELUP

PART
2(i):
LEVEL
DOWN

```
leveldown
Level: 1      Level: 2
Score: 11     Score: 8
Turn: PLAYER 2
-----
      SS          00
      SS          00

00
00
00 I          00
00 I          00
00 I          00
00 I          00
-----
Next:      Next:
SS        00
SS        00
█
```

PART 3: RESULT

Once a game is concluded the winner is ceremoniously announced! Thanks for being part of the demonstration!

```
Level: 1      Level: 2
Score: 83     Score: 166
Turn: PLAYER 2
-----
      SS
      SS

TTT
T
SS
SS
00
00
J
JJJ
JJJ
TTT
T
LLL
L TTTJ
IIII TJJ
00 00 ZZ
00 00 ZZ
-----
Next:      Next:
L          SS
LLL        SS
Player 1's score: 83
Player 2's score: 166
Player 2 Wins! Congratulations!
```