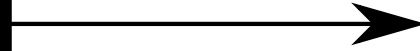## Tetrimino

Variables:
-state (Integer)
-coordinates (List of (x,y))
-tetris_window ————————————→
Functions:
-get_color() (Given.)
-move_down()
-move_left()
-move_right()
-has_landed()
-land()
-draw_tetrimino()

Tetris_Window

Variables:
-block_size (Integer)
-num_blocks_x (Integer)
-num_blocks_y (Integer)
-width (Integer)
-height (Integer)
-surface (Pygame window)
-landed_objects (List of
        ((x,y),(r,g,b))
Functions:
-all_inside()
-has_collision_with_landed_objects()
-add_tetrimino_to_landed_objects()
-update_landed_objects()
-is_game_over()
-draw_grid()
-draw_landed_objects()

TetriminoFactory

Functions:
-get_random_object()