25 x 10 grid (x, y)

Start button

Stop button (pause button?)

Score box (save scores?)

Upcoming blocks (how many? Probably one)

Classes:

Grid:

Steal point class from that one assignment

Each square on the grid has its two coordinates, a taken/empty state, and a label

Blocks:

Figure out how to store orientations

Contains orientation, starting direction, location of bottom, (color?)

Game:

All de GUI

Starting game:

If no block, spawn a block at the very top

Every second block moves down

Before moving, check all blocks underneath

If clear, move block, else, place block

If place block, do Clearing a Row

Rotation:

Take current block position

Test if a rotation will work

If no work, move up one and try again

If no work, move left one and try again

If no work, move right one and try again

If none work, no rotate >:[

If something works, rotate :3

Rotation replaces block position

Movement:

Take current block position

Check direction of movement

If clear, move

If no clear, no move

Clearing a Row:

After placing every block, check all rows

If row is full, delete all blocks there and move everything above down