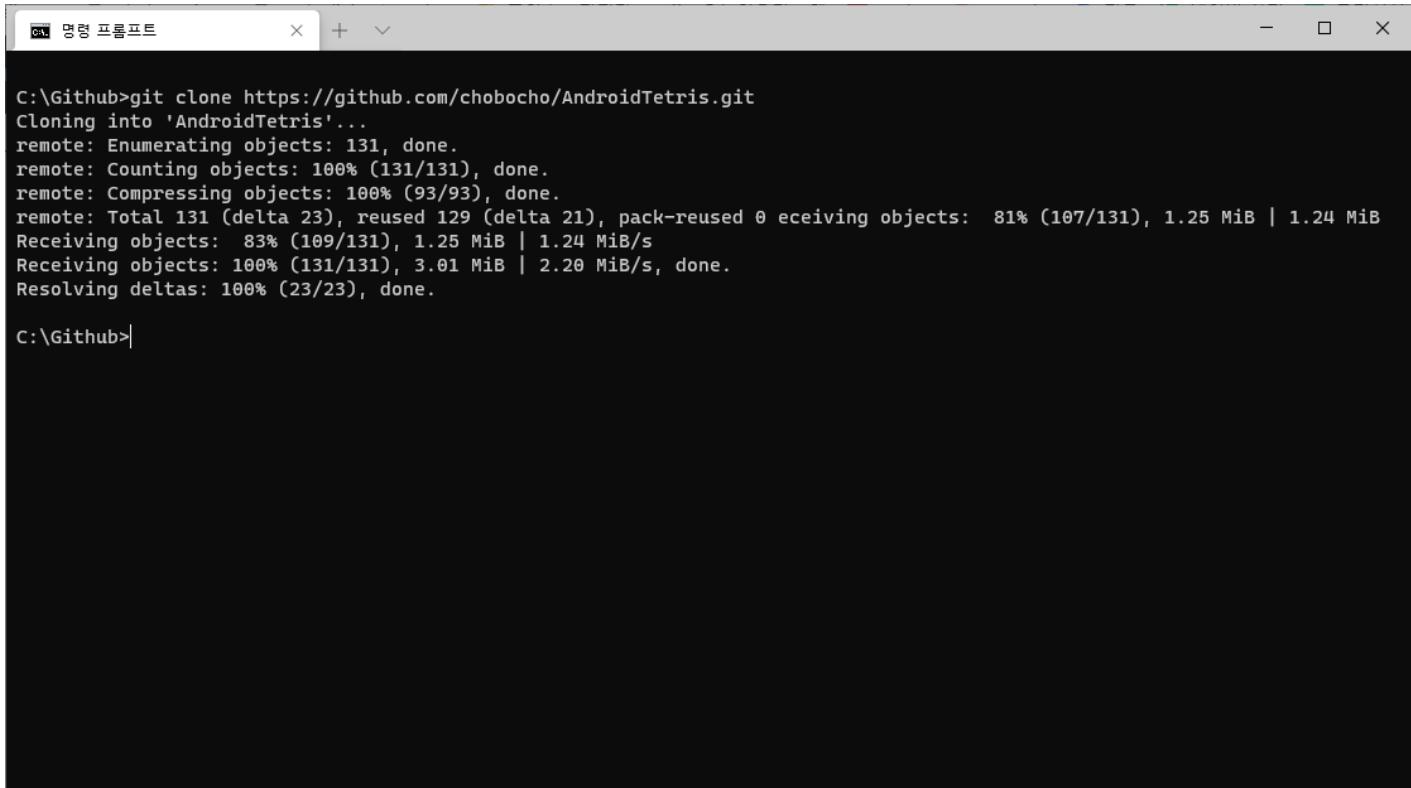


Guide for Android Tetris

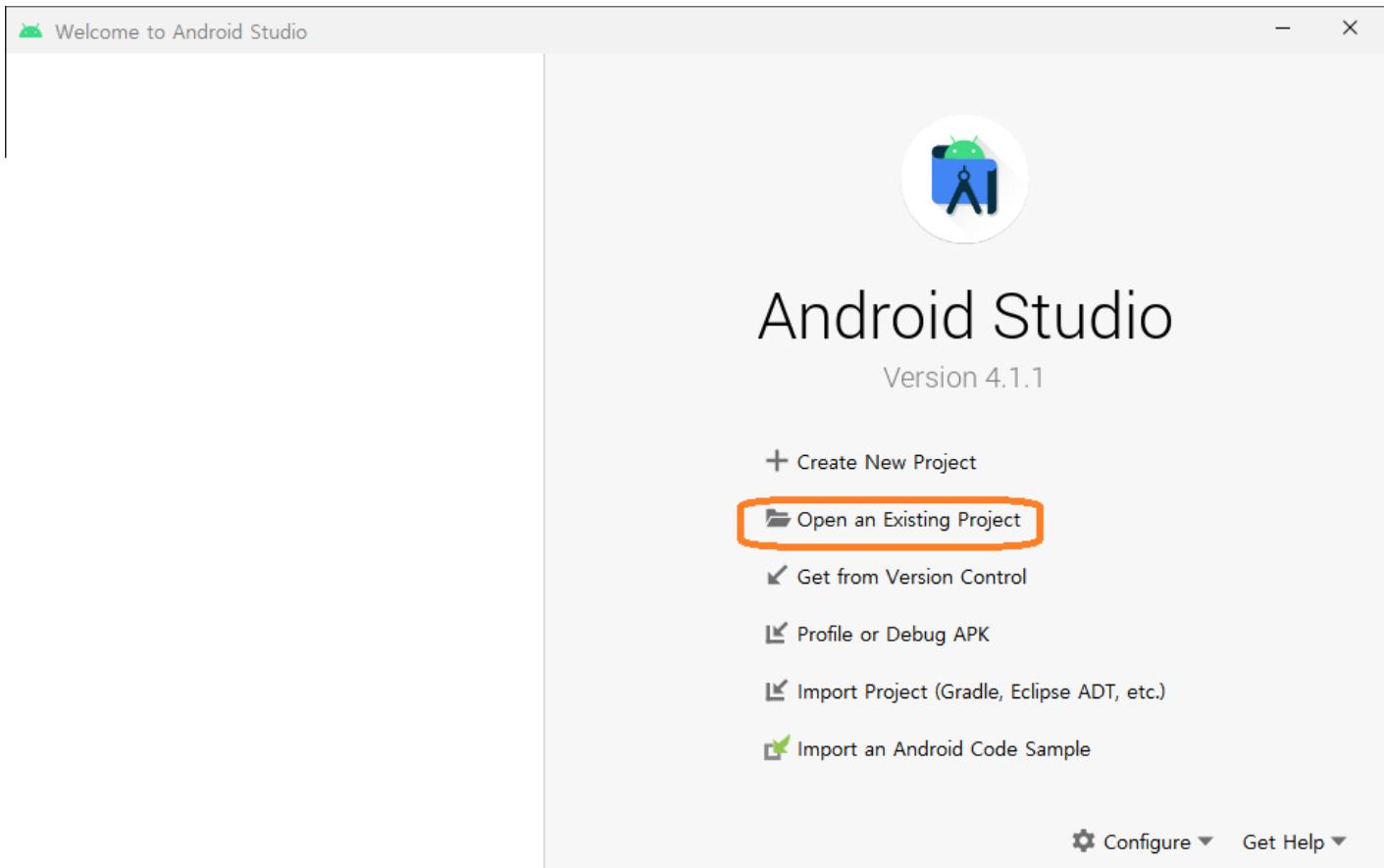
1. Download source code from github



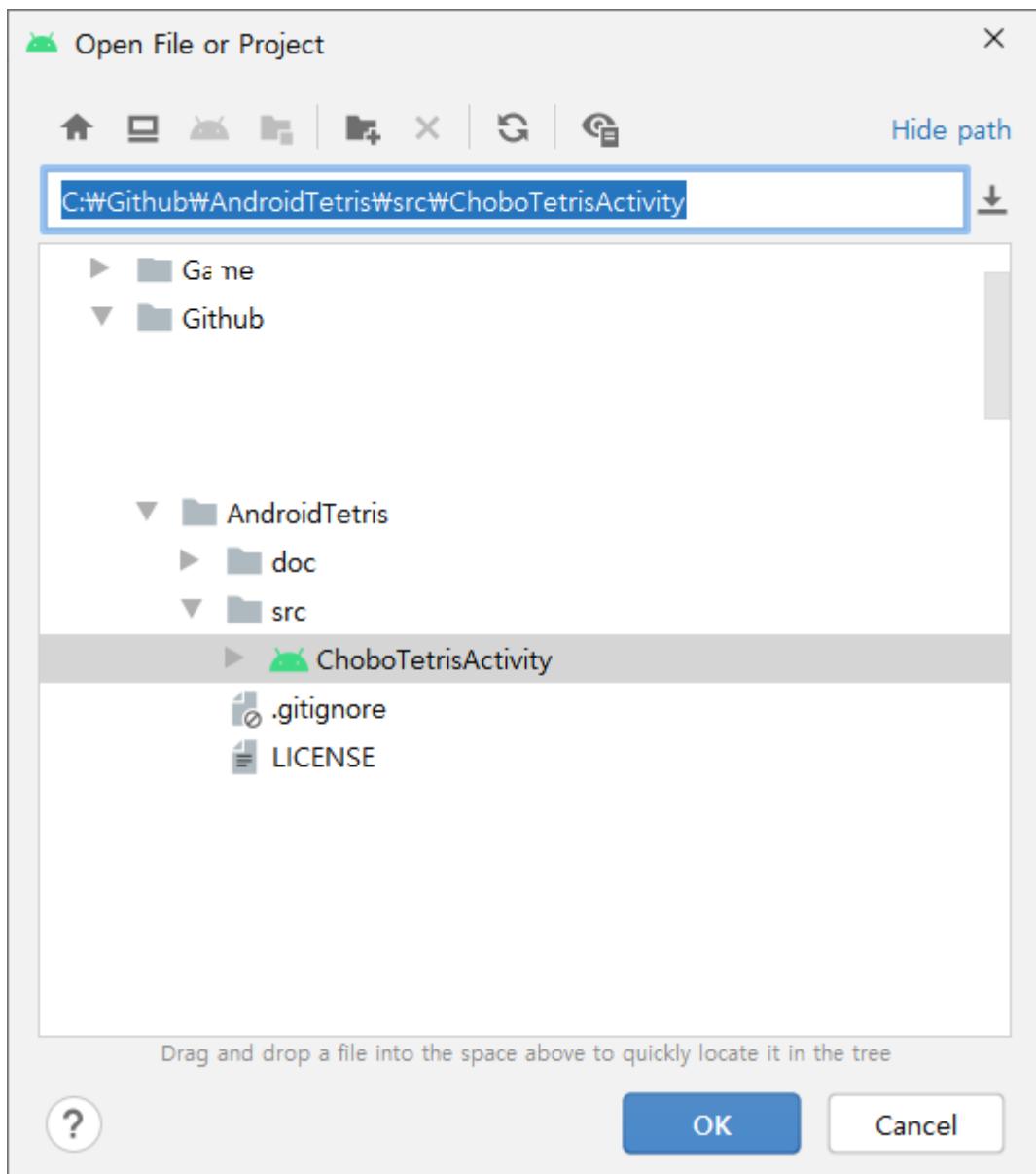
```
C:\Github>git clone https://github.com/chobochu/AndroidTetris.git
Cloning into 'AndroidTetris'...
remote: Enumerating objects: 131, done.
remote: Counting objects: 100% (131/131), done.
remote: Compressing objects: 100% (93/93), done.
remote: Total 131 (delta 23), reused 129 (delta 21), pack-reused 0 receiving objects: 81% (107/131), 1.25 MiB | 1.24 MiB
Receiving objects: 83% (109/131), 1.25 MiB | 1.24 MiB/s
Receiving objects: 100% (131/131), 3.01 MiB | 2.20 MiB/s, done.
Resolving deltas: 100% (23/23), done.

C:\Github>
```

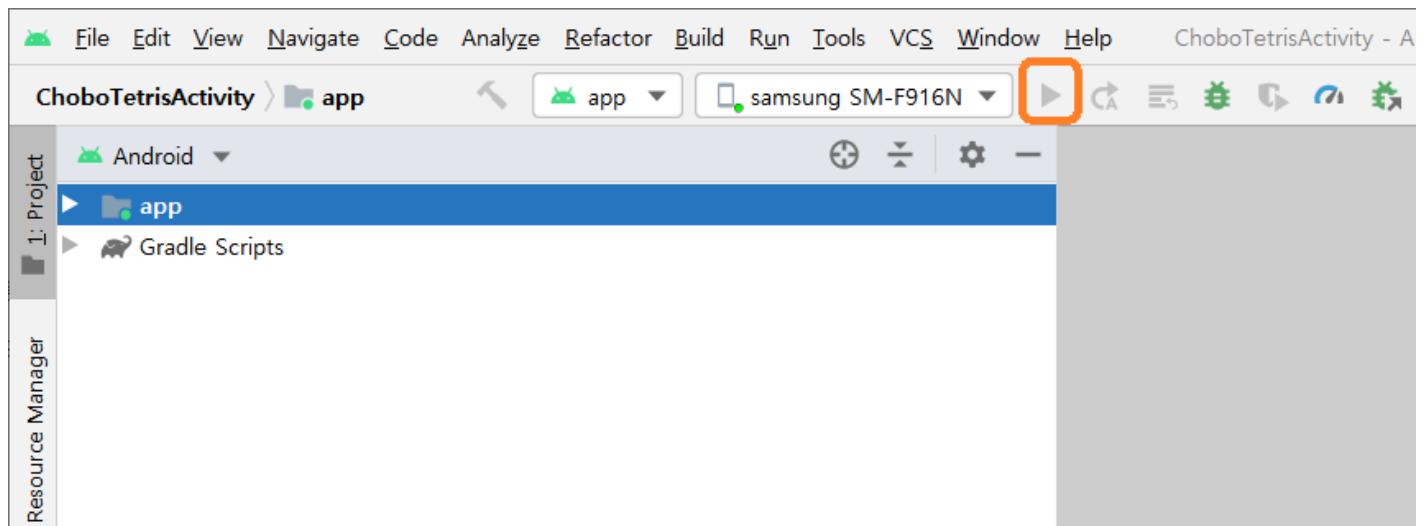
2. Run Android studio



3. Load Android Tetris



4. Run app



5. Screen shot

