Tetris Design Doc

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Intro This documents purpose

Tetris grid class This class creates the grid (10 x24), will add and remove blocks in each space of the grid, and will print the grid for the user	**Tetris Tetromino class** This class creates the pieces For this game – indicates a blank space while * indicates a block for example a 4 x 4 block would look like ** **	**Tetris player class** This class will let the user rotate the new pieces coming in and place the piece where they want to put the blocks and keep score
Tetris Game class This class will start the game initialize the grid, randomly generate the Tetromino blocks and will initialize the player Tetromino	**Tetris Player evaluator class** This class evaluate the score after the game is over this can be used as a score keeper class if a strategy class is made	**Tetris View class** This class will display the game, the grid and pieces.