Tetris Python Project

* Playfield is 10×40, where rows above 20 are hidden or obstructed by the field frame to trick the player into thinking it's 10×20. **In 2002 Guideline, it could be at least 22 height.**
* Tetrimino colors
  + Cyan I
  + Yellow O
  + Purple T
  + Green S
  + Red Z
  + Blue J
  + Orange L
* Tetromino start locations
  + The I and O spawn in the middle columns
  + The rest spawn in the left-middle columns
  + The tetriminoes spawn horizontally with J, L and T spawning flat-side first.
  + Spawn above playfield, row 21 for I, and 21/22 for all other tetriminoes.
  + Immediately drop one space if no existing Block is in its path
* Controls
  + Standard mappings for computer keyboards:
    - Up arrow and X are to rotate 90° clockwise.
    - Space to hard drop.
    - Shift and C are to hold.
    - Ctrl and Z are to rotate 90° counterclockwise.
    - Esc and F1 are to pause.
    - Beware of wall rotation
      * “Wall kick”
* Hold Piece
  + …

Sources:  
<https://tetris.fandom.com/wiki/Tetris_Guideline>