

### Specification for Shape Swap:

Our game will fill the shape area with shapes.

Initially, the score area will save "Score: 0". As the player eliminates triples, their score will increase by one, and be updated in the score area.

The user will use the arrow keys to navigate the shapes with a cursor showing which shape is currently selected.

When they have one they want to switch selected, they will press the space key and the arrow key associated with the direction they want to switch the shape with.

The goal is to get three of any shape adjacent in a row or column. When this happens, they will disappear and other shapes will fill that area from above.

The game doesn't have a 'win' condition. The player plays until there are no valid moves.

