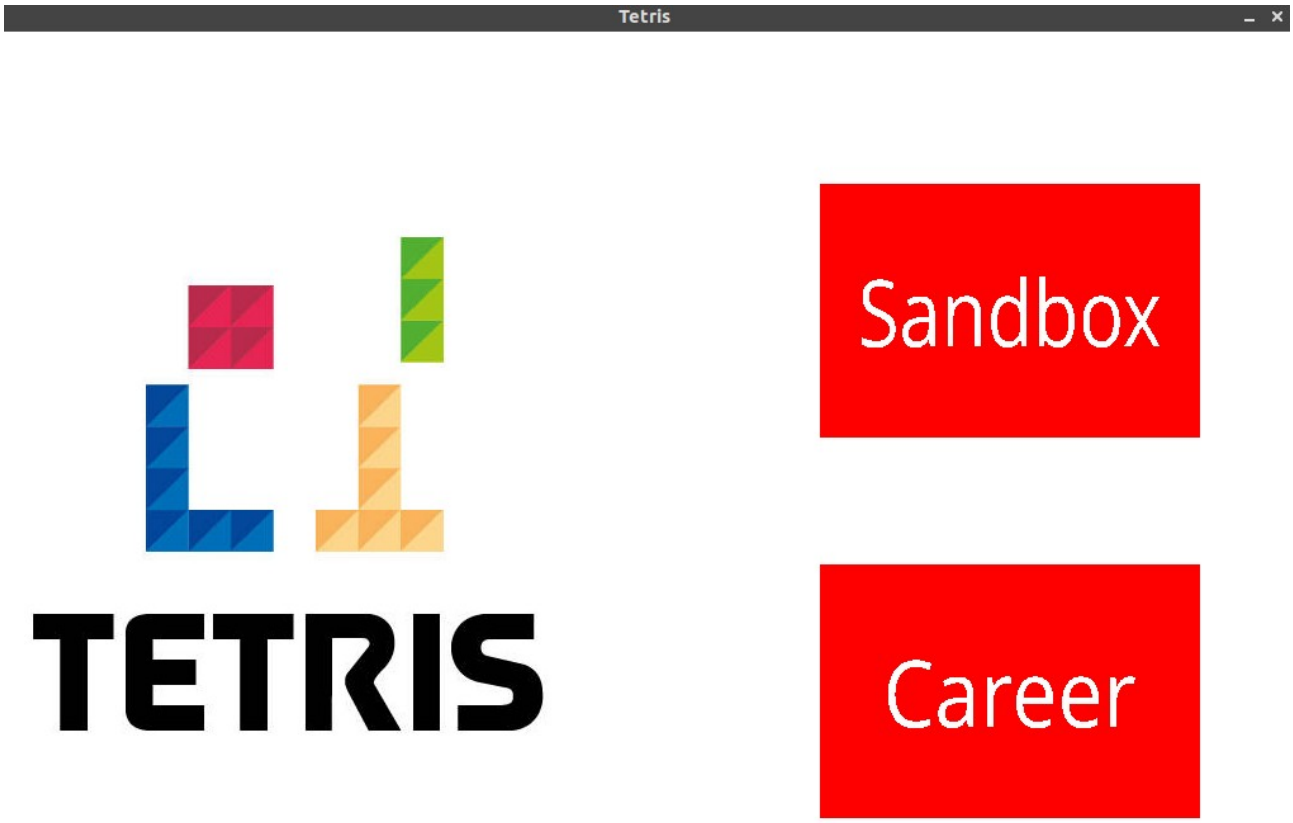
Tetris

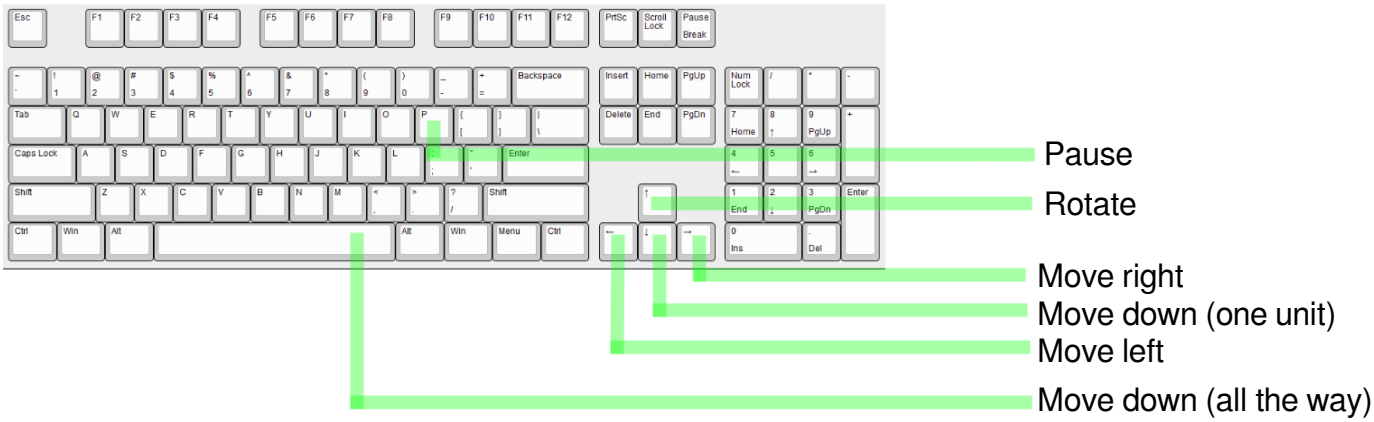
This program implements the game and a new funny addition to it. Everyone loves the good, old Tetris game, sometimes, it can be rather boring. So, instead of playing it indefinitely (considering you are really good at Tetris), you can now finish levels! Let me introduce you to my version of Tetris:



Comes with a classic, high-score, sandbox mode, and a new, fresh career mode which allows you to play different levels.

To run the program, unzip the files, open the terminal in the unzipped folder, type `$ make` and then `$ ./tetris`

Controls:



Starting with sandbox mode, it offers the classic Tetris experience, classic Tetris music (although not 8-bit anymore), classic rules and a level-based drop speed. The score is calculated exactly how it was on the original Tetris from 1984.

Career mode lets you choose from 6 built-in levels. Your aim is to eliminate all predefined gray squares. Apply similar rules as before, so the more lines you complete, the more challenging it becomes (the speed increases).

The program has a modular design and almost everything can be changed. All shapes are stored internally as a 4 x 4 grid (original Tetris size). They are located in *res/shapes.tet* file in the following format: first line contains the number of shapes. Then, there are 2*n more lines. The line (2*k) contains 3 numbers which represent the color code (RGB) of the shape k. The line k contains 4 numbers, each number containing information about the row it corresponds in shape k. So, if a block is present on the column *i* then the *i*-th bit in the line number is 1. Otherwise, the bit is 0. Therefore, you can add as many shapes as you want or edit the existing ones.

Also, the levels can be altered. They are stored both internally and externally as an 16 x 10 grid. So, if on the line *i*-th and column *j*-th is a 1, the level will contain a gray block at that position. Level *i*-th's filename is "lvl"+i+".tet". They are located in *res* folder.

Have fun!

Resources used:

https://wiki.libsdl.org/APIByCategory
https://stackoverflow.com/
https://en.wikipedia.org/wiki/Tetris
http://tetris.wikia.com/wiki/Tetris_Wiki
http://lazyfoo.net/tutorials/SDL/

Music used:
https://www.youtube.com/watch?v=ZSLnkyPSlEM