**CLASSES:**

**Grid**: For the background in game play and the grids

**Block**: A single block class that is inherited

**I,L,O** and **T** tiles: specific tile objects that inherits the Block Class

**DETAILS:**

**GRID:**

**Attr:**

* Width: 10 cells
* Height: 20 cells
* Each cell size = 30px

**Methds:**

* **Draw(Surface/window)**: For drawing the grids on the window

**BLOCK**:

**Attr**:

* Color
* Position(x,y)
* Type/Shape i.e I,L,O $ T

**Mthds**:

* **Draw(surface/window):** draw the block on grid/screen
* **Move(direction):** move the block in the 3 directions ie Left,Right and Down
* **Rotate(direction):** Rotates the block in 4 directions ie Left,Right,Top and Down
* **Collided():** returns a Boolean to check whether the block has collided with the other block, hence stopping its interactivity
* **Out\_of\_bounds():** returns a Boolean value to check whether the block is still in the playing boundaries, ie not passed the game screen width