Week 3 Progress Report: Piece Representation

- Dates: 9/22 - 9/28

Week 3 Goals:

✅ Implement Piece class in current code

✅ Define all piece shapes and rotation states in figure.py

✅ Write unit tests to verify proper piece initalization

- **LoC:**
  - Source code:
    - `src/constants.py` : 28
    - `src/figures.py` : 16
    - `src/game/board.py` : 99
    - `src/game/game.py` : 30

Summary of changes under src/

- Files changed:
  - `src/game/piece.py`
  - `src/game/board.py`

Major Changes

1. `board.py`

   - Encapsulates the playing field in a `Board` class using `Row` bitboards and a `LinkedList` to hold the rows in sequence.

   - Provides board operations such as clearing, cell access, and clearing full lines.

   - Changes

     - Completed the `will_piece_collide` and `place_piece` methods

     - Methods are using the piece class to place tetronimo on board or to check for collision with other piece

2. `piece,py`

   - Encapsulates the information about a piece in a class. Does not actively initalize a