






Major Changes Completed

1. Input Implementation & Migration

- Created `InputHandler` class in `src/view/input.py`.
- Encapsulates all keyboard → command mapping logic.
- Supported key mappings:
 -  `K_UP` → `"ROTATE"`
 -  `K_LEFT` → `"LEFT"`
 -  `K_RIGHT` → `"RIGHT"`
 -  `K_DOWN` → `"DOWN"`
 - `K_SPACE` → `"DROP"`
 -  `K_RETURN` → `"START"`
- Integrated `InputHandler` into the `Game` class (`game.py`).