Week 5 Progress Report: Game Logic Integration & Bug Fixes

- Dates: 10/6 - 10/12

Week 5 Goals:

✅ Integrate movement and rotation logic into starter code for manual testing
✅ Fix major game logic bugs causing crashes and incorrect behavior
✅ Resolve timing issues with piece movement and placement
✅ Clean up and refactor tetris_ver1.py for better code organization

- **LoC**
  - Source code:
    - `src/starter_code/tetris_ver1.py` : 213
    - `src/game/board.py` : 293

Summary of changes under src/

- Files changed:
  - `src/starter_code/tetris_ver1.py`
  - `src/game/board.py`
  - `src/game/row.py`

Major Changes

1. `tetris_ver1.py`

   - Changes
     - **Fixed mixed logic approaches**: Removed conflicting global variable functions and converted to pure class-based approach
     - **Resolved race conditions**: Fixed timing issues where pieces could move multiple times per frame when using manual controls
     - **Improved piece placement logic**: Separated temporary piece positioning from permanent freezing to prevent incorrect placement
     - **Enhanced timing control**: Added frame-based movement protection and proper timer resets for consistent new piece spawning
     - **Code cleanup and organization**: Improved structure, naming conventions, documentation, and removed unused variables