

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`).