Week 6 Progress Report: Next Piece Preview UI

- Dates: 10/20 - 10/26

Week 6 Goals:

✅ Create preview display area in the renderer
✅ Design and position the preview area consistently
✅ Write initial unit tests for preview display

- **LoC**
  - Source code:
    - `app.py` : 2
    - `src/game/game.py` : 2
    - `src/view/pygame_renderer.py` : 33
    - `src/constants.py` : 3

Summary of changes under src/

- Files changed:
  - `app.py`
  - `src/game/game.py`
  - `src/view/pygame_renderer.py`
  - `src/constants.py`
  - `tests/test_next_piece_preview.py`

Major Changes

1. `app.py` & `game.py`

- Changes
  - **Implemented next piece preview feature**: Changed app and game files to use and render the next piece preview feature

2. `pygame_renderer.py`

- Changes
  - **Added** `draw_next_piece_preview()` **method**: Added a method to draw the box to display the next piece preview and the text that says "Next Piece"
  - **Added** `draw_next_piece()` **method**: Added method to draw the next piece inside of the next piece preview box on the right of the screen. Uses very similar logic to the draw_piece method except places the piece inside of the