Week 2 Progress Report: Refactoring Board Logic & Implementation

- Dates: 9/15 - 9/21

Week 2 Goals:

- Implement board rendering with Pygame
- Add ability to draw active piece from game state
- Confirm rendering updates each frame in the game loop

Statistics:

- **LoC:**
  - `src/game/game.py` : 36

Current State

- **Functionality**: Rendering now encapsulated in `PygameRenderer` , board and active piece both draw correctly.

- **Code Quality**: Simplified main loop, removed redundant global drawing logic.

- **Imports**: Clean and standardized (`from src.view...`).

- **Dependencies**: Fully integrated with encapsulated `Board` and `Piece` .