**俄罗斯方块（Tetris）**

游戏概述

玩家需要控制下落的方块，使其拼接成完整的一行或多行并消除，以获得得分.

游戏规则

玩家需要控制下落的方块，使其拼接成完整的一行或多行并消除，以获得得分。

方块可以左右移动，旋转或加速下落。

当方块下落到底部或与其他方块重叠时，就固定在当前位置，不能再移动或旋转。

当所有方块堆叠到屏幕顶部时，游戏结束。

游戏界面

俄罗斯方块区域：用于显示下落的方块和已固定的方块。

得分区域：用于显示当前得分。

游戏结束提示：当游戏结束时，屏幕上方会显示 GAME OVER。

游戏实现

方块类：用于表示每个方块。

形状类：用于表示每个下落的形状，包括方块的颜色和位置。

碰撞检测：用于检测形状是否与其他方块重叠。

游戏逻辑：包括控制形状的移动，旋转和加速下落，以及消除完整的行等。

**Game overview**

Players need to control falling blocks to make them splice into a complete row or rows and eliminate them in order to score points.

**Rules of the game**

Players need to control falling blocks to make them splice into a complete row or rows and eliminate them in order to score points.

Blocks can move from side to side, spin or speed down.

When the block falls to the bottom or overlaps with another block, it stays in its current position and cannot be moved or rotated any longer.

The game ends when all the blocks are stacked to the top of the screen.

**Game interface**

Tetris area: Used to display falling blocks and fixed blocks.

Scoring area: Displays the current score.

GAME OVER Tip: When the game is over, Game Over will be displayed at the top of the screen.

**Game implementation**

Block class: Used to represent each block.

Shape class: Used to represent each falling shape, including the color and position of the block.

Collision detection: Used to detect whether the shape overlaps with other blocks.

Game logic: Includes controlling shapes for movement, rotation, and accelerated fall, as well as eliminating complete rows.