**Introduction**

This project aims to implement a classic Tetris game in C++ programming language. Tetris is a popular puzzle game in which players create horizontal lines by controlling falling blocks.

**Methodology**

The project was developed using the C++ programming language. Game logic and movement mechanics are designed to follow the basic rules of Tetris. Tetris shapes are represented using matrices and in-game rotations are implemented according to Super Rotation System (SRS) rules.

**Implementation**

The fundamental structure of the game includes classes managing the game board, Tetris pieces, and game mechanics. Additionally, features such as user inputs, score calculations, and the gradual increase in game speed have been implemented. ANSI color codes have also been used to add a color-changing feature to the terminal for a graphical interface.

**Decisions and Libraries Used:**

Multidimensional matrices for the game board and Tetris pieces.

Rotations following the Super Rotation System (SRS) rules.

Use of the termios library for user inputs.

**Results**

The project successfully implements a Tetris game in the C++ language. The core features of the game work seamlessly, providing a user-friendly interface and effectively using scoring..

**Conclusion**

The project aimed to enhance fundamental skills related to implementing a classic game in C++ on the terminal. While the basic features of the game are functional, there is potential for further development in areas such as graphical interface and user interaction. Future work may focus on expanding the project by adding more complex game features.

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