# Puyo Puyo

Purpose:

- The goal of this exercise is to develop a Console or Windows version of Puyo-Puyo, a variation of the Tetris game.

- We are interested in seeing your code writing skills, style and logic. Don't hesitate to comment on your code in order to make it as clear as possible.

- Please do not browse the web (or any other source of information) to find the code of this program already developed.

- Anyway feel free to browse the web to find a playable version of the game for reference.

- The purpose of this exercise is purely a skill assessment, and gameplay implementation ability.

Rules of Game:

- Spheres come down from the top of the game board in pairs. A player can rotate them on their way down.

- Spheres come in 4 different types (you can differentiate them like you want it; letters, numbers, colors).

- Linking four spheres of the same type (horizontally, vertically or both (as in tetris)) removes them from the game board, allowing any sphere remaining to drop and fill the vacated space. This may lead to several possible "chain combos" if additional colors match.
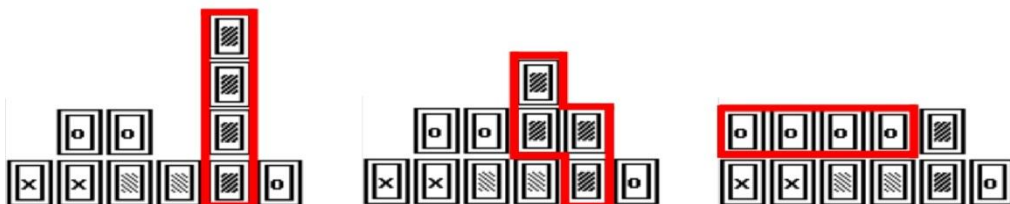
- The game board can be any size you want (we recommend 6x12)

- Note that the pair of spheres are not linked to each other. If one sphere is blocked because there is something underneath, the other one will continue falling (with no player control over it) until it reaches something.

As stated before, feel free to browse the web to find a playable version of the game for reference if some rules are unclear.

To Submit:

- Please submit a c++ console or Windows application that will be executed and start the game.
- You may attach a separate text file that documents player controls and any other comments (as gameplay improvements, bugs not corrected, any comment that will help evaluate your submission...)
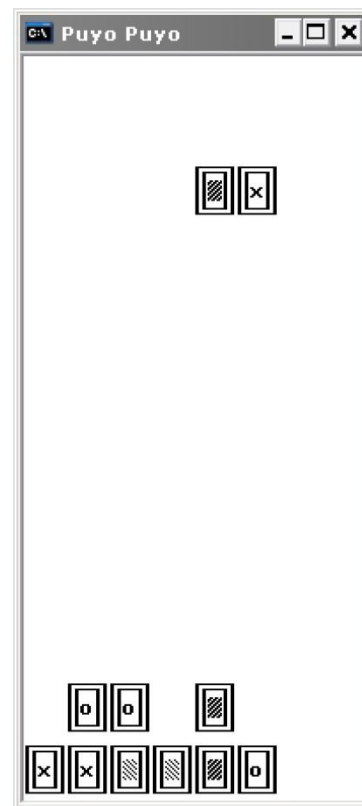
Important:
- C++ only
- MS-Dos console application or Windows application
- ALL COMMENTS IN ENGLISH

Possible game appearance:
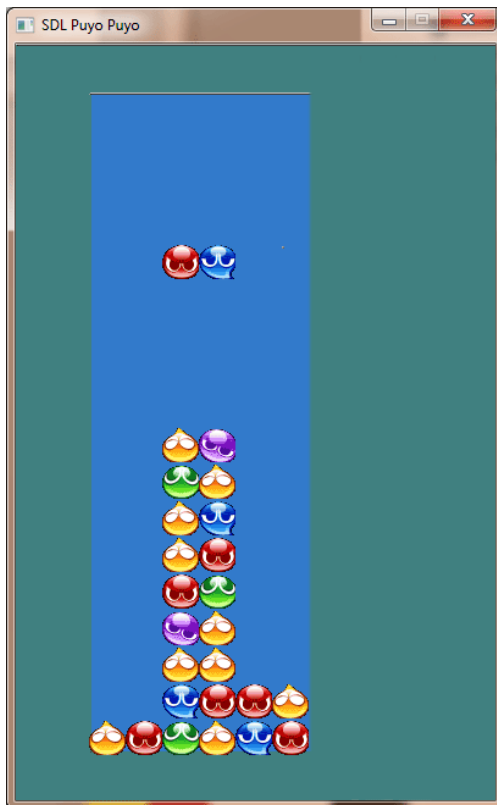
Window Application

Console Application

Info links:
http://benryves.com/tutorials/?t=winconsole
http://www.lazyfoo.net/SDL_tutorials/