# TETRIS

BI-ARD | Ladislav Miklík

About

Tetris (from "tetromino" and "tennis") is a tile-matching puzzle video game originally designed and programmed by Soviet Russian game designer Alexey Pajitnov

This version was created as a semestral work in BI-ARD course at CTU for Arduino Esplora. After you start up the Esplora, it takes you to the main menu where you can find play button, leaderboards and credits. Pressing the play button takes you into the game. In the upper left corner you can find a window that shows you next piece. Right window shows your score and center window is designated for the playfield itself. If the UP button is held for about 2 seconds, the game will end with the current score.

Tetrominoes
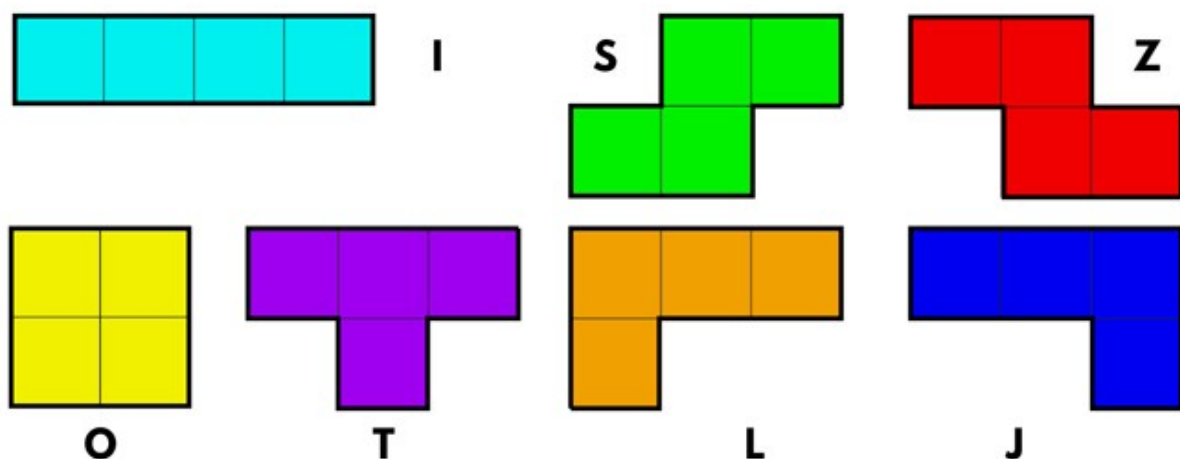
Quirks

On some Esploras, color scheme may be reversed as they use RGB and the program was written for BGR.

Controls