- Tetris -

The purpose is to achieve a maximum of the following design instructions.

**Instructions :**

* Take the time to read and understand the code.
* Extend the Board management with the following rules:
  + The piece should collide and remain at the bottom of the board.
  + Handle collisions between pieces
  + Handle full line deletion
* Add a new piece of your own design.
* Add ‘up‘ and ‘down’ key inputs to rotate the piece (clockwise or not).

**Bonus instructions:**

* Add a new button « Replay » that can replay all the sequence of actions-randomized piece since the game session has been started.
* Add preview for the next piece
* Handle the score and display it
* Reinitialize at game over