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**Mini Project**

**Code**

**Functions in Game**

* Downmove (To move characters to downward)
* Upmove (To move characters to upward)
* Leftmove (To move characters to left)
* Rightmove (To move characters to right)
* Rand (Randomly create characters in blocks)
* Table (Display Table of game)
* Score (To calculate score)
* Check (Check if block is empty or not)
* Checkover (Check ending condition of game)
* Main (Call every function of game)