Introduction of project

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2.Project name: Tetris game

3.Goal: Using pygame in python to write a Tetris game

4.Way to run the project: Directly runing main.py in the py files

5.Explanation of each files in the project:

(1)main.py:

main.py mainly contains the functions of check events and main.
In the function of check events, It use pygame.event.get() to catch each change of the game when i press the left, right, space, etc, in my keyboard.
In the function of main, it contains the start, end and each step of my game.

(2)datamain.py:

datamain.py contains the constant and some const lists and sets that i will use in my project. For example, the shape, color and size of pieces will all be listed in this py.

(3)Piece.py:

Piece.py records the class of the piece. In the class of piece, it contains the build of different pieces and the operation of the pieces, such as the draw of the pieces in the game, and the trun and move of the pieces when i press different keys in the keyboard.

(4)Wall.py:

Wall.py records the class of the wall. In the class of wall, it mainly contains the build of wall when the pieces touch the bottom, and the elimination of the wall when a line is full by pieces.

(5)Gameresourse.py:

Gameresourse.py mainly contains the approach and the use of the picture and music in the whole project.

(6)Gamedisplay.py:

Gamedisplay.py records the show of everything in my project. For example, the show of game screen, the show of the pieces, the show of the wall, and the show of the pictures that i download in the website will all be listed in this py.

(7)image:

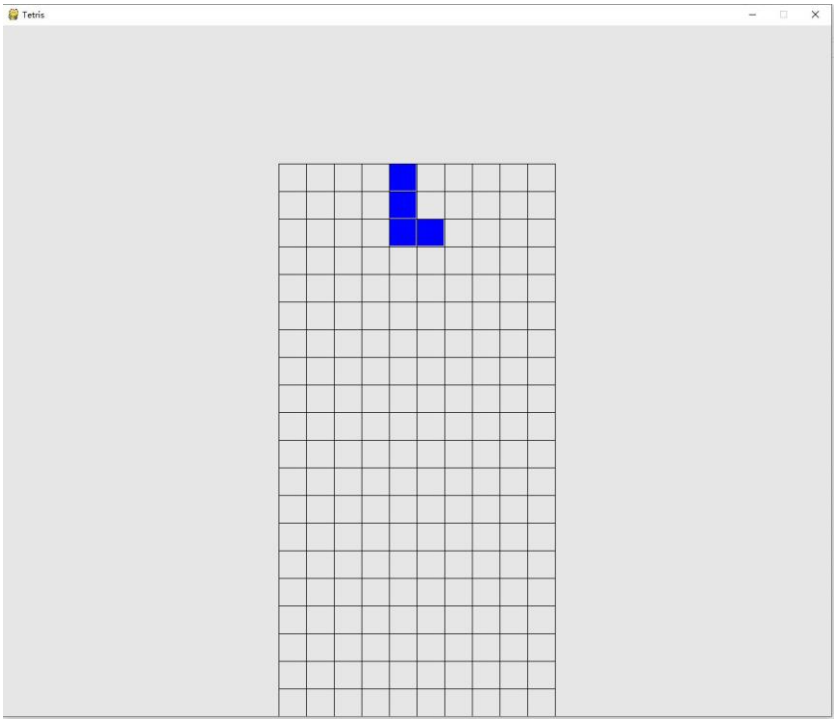
In image package, it stores the pictures that i will add in my game, such as the cover of my game.

(8)music:

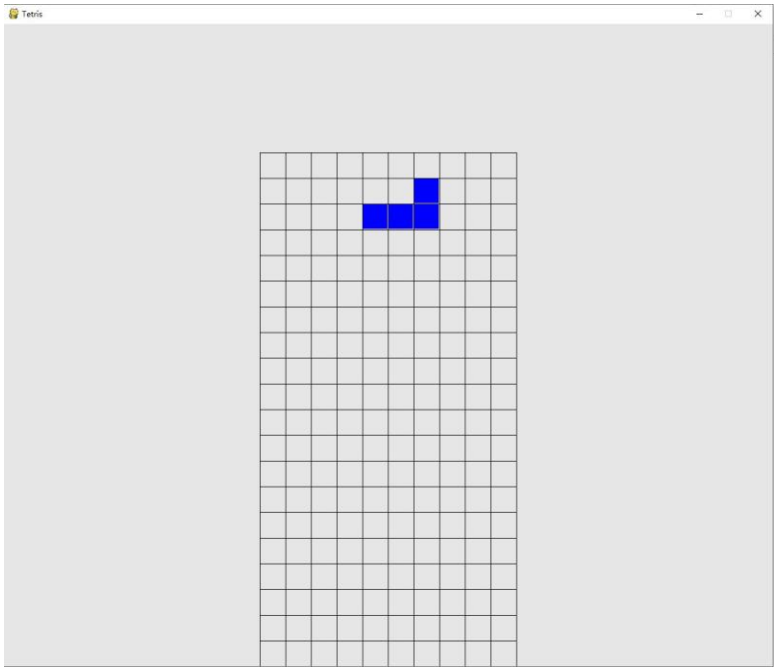
In music package, it stores the music that i will add in my game, such as the background music.

6. The process of my project.

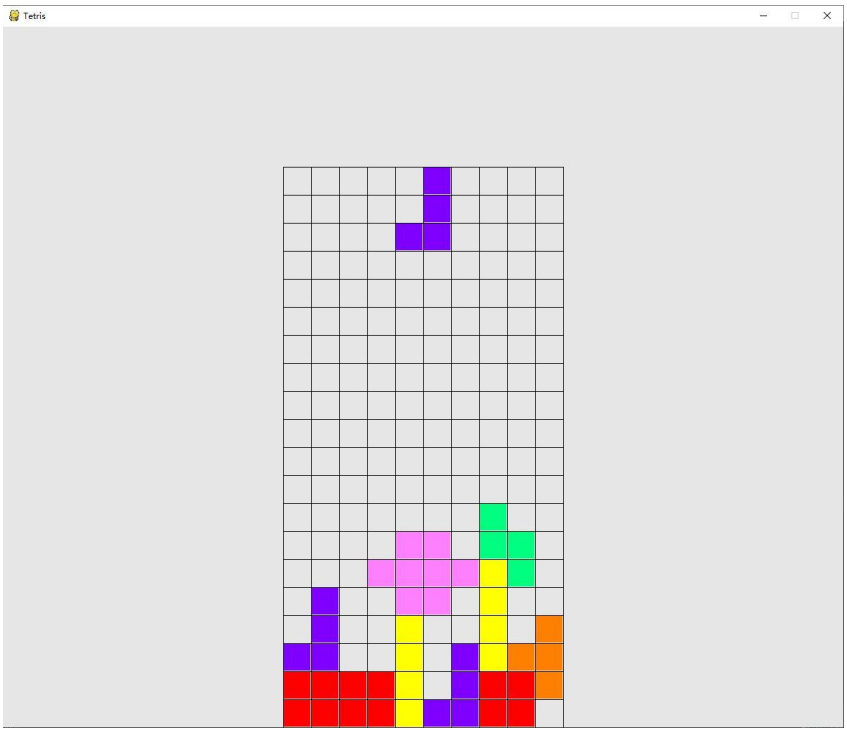
(1) Building the area of the game and different colorful pieces in the top of the area.



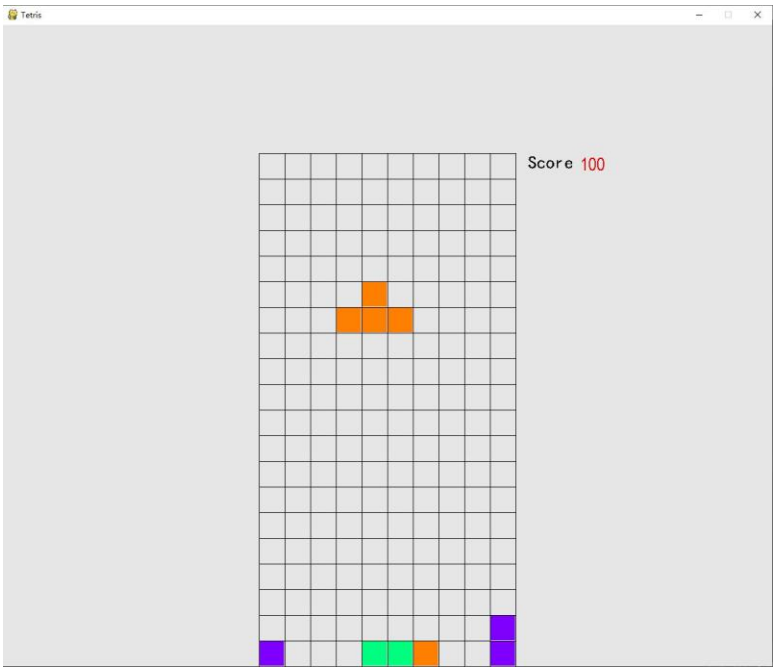
(2) Achieving the turn, move and automatically fall down of the piece.



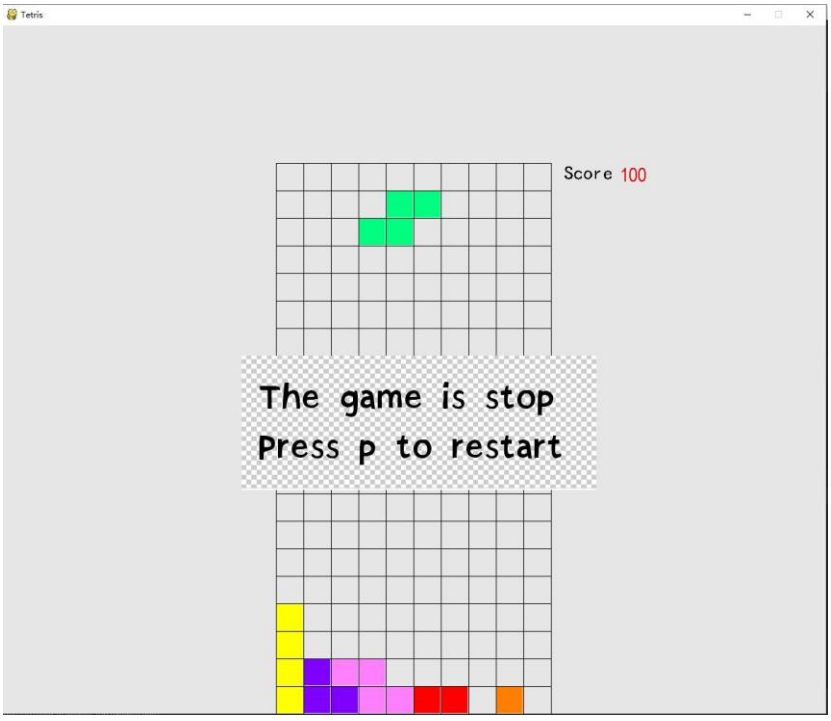
(3) Achieving the preparation wall when the small piece reach the last row



(4) Achieving score counting and the automatically elimination when a line is full.



(5) Achieving the state of pause , start and restart, etc of the game.



(6) Achieving the change of the grade of difficulty, and Filling the background picture and music.