Homework 16 - Tetris

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-Brick.cpp

-(1/2) is_feasible

-(1/2) move

-rotate

-(1/2) fixed_position

-hold(challenge problem)

-help(challenge problem)

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-(1/2) is_feasible

-(1/2) move

-(1/2) fixed_position

-clearline

-scoreboard(challenge problem)

-speed up(challenge problem)

-gameover