Tetris

Offered Primitives

The compiler will scan and parse a `.tads` file which will pick up configuration parameters and generate a pyhton tetris game.

Pieces

Pieces can be selected from the default tetrominoes, in form of an array. Each array element is a pair with tetromino name, a color, defined in hex.

For example:

```
 pieces = [{L,#106b7793}, {I,#106b7793}, {O,#106b7793}, {J,#106b7793},
{Z#106b7793}, {S,#106b7793}, {T,#106b7793}];
```

Key Bindings

The actions which are available are:

- rotate
- go_left
- go_right
- soft_drop
- hard_drop
- pause

Can be assigned to keys, for example:

```
rotate = KEY_UP;
```

The values specified should be the key names defined in [pygame docs](). If any keybinging is unspecified then the default key binding is used. The defaults are: