

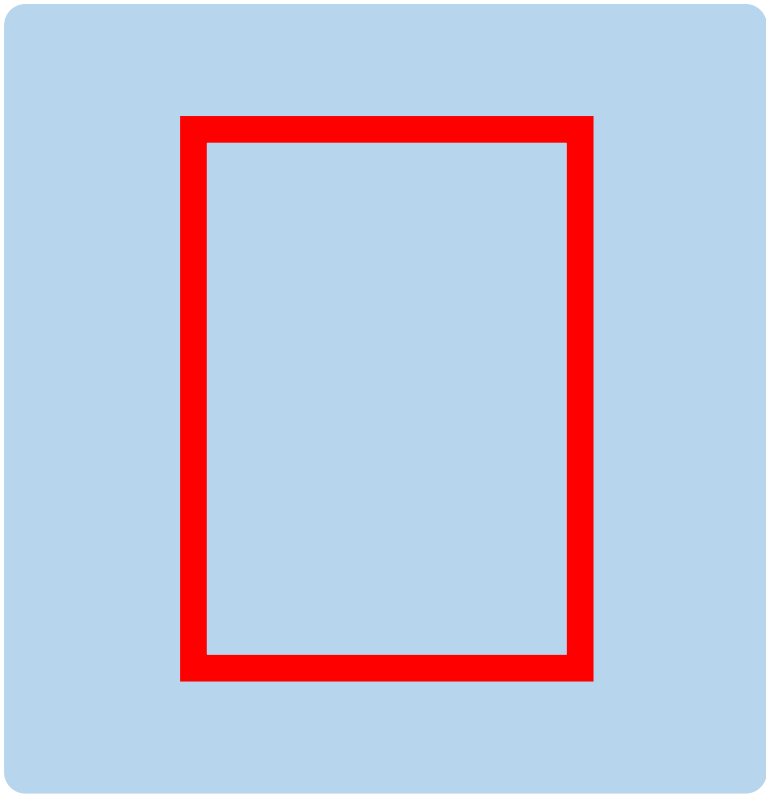
# Case study

Tetris was considered an addictive game, the first people who actually played it apart from the creators were office workers, so much so that the manager removed the game and forbade them to play it.

The automation of this game is simple, drop cubes into the arena, have the ability to rotate them and eliminate complete rows, this is how one of the best selling games of its time was designed.

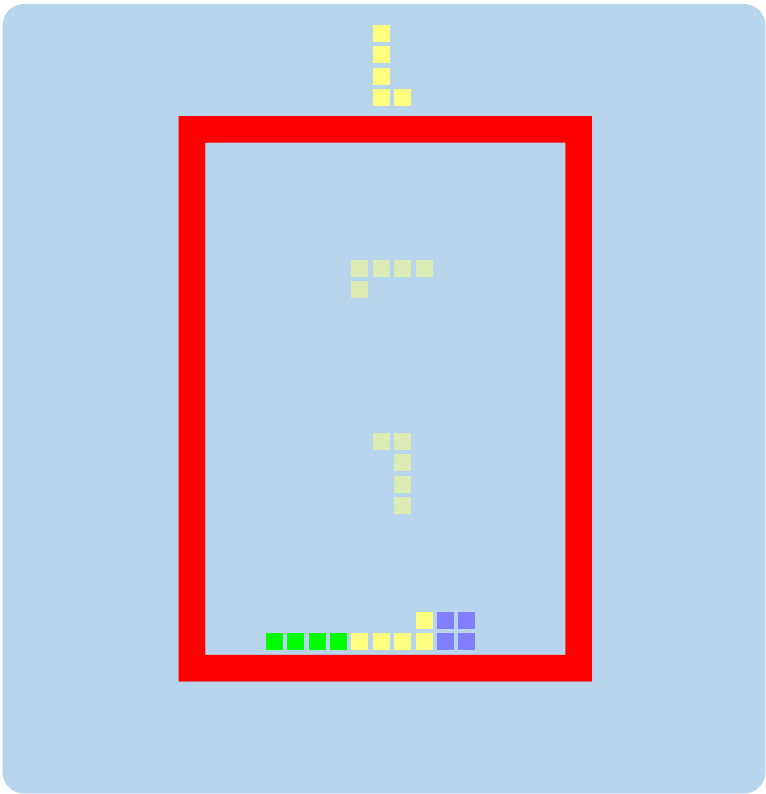
## Field

The field is the ground that will help us to hold all the pentomino items, once full the game will end.



## Elements

The pentominoes are the key elements of the game, the user can flip them around so that they are positioned in the most appropriate order for the situation.



## Failed cubes

In order for there to be a purpose to this game, every line that is fully aligned will be deleted.

