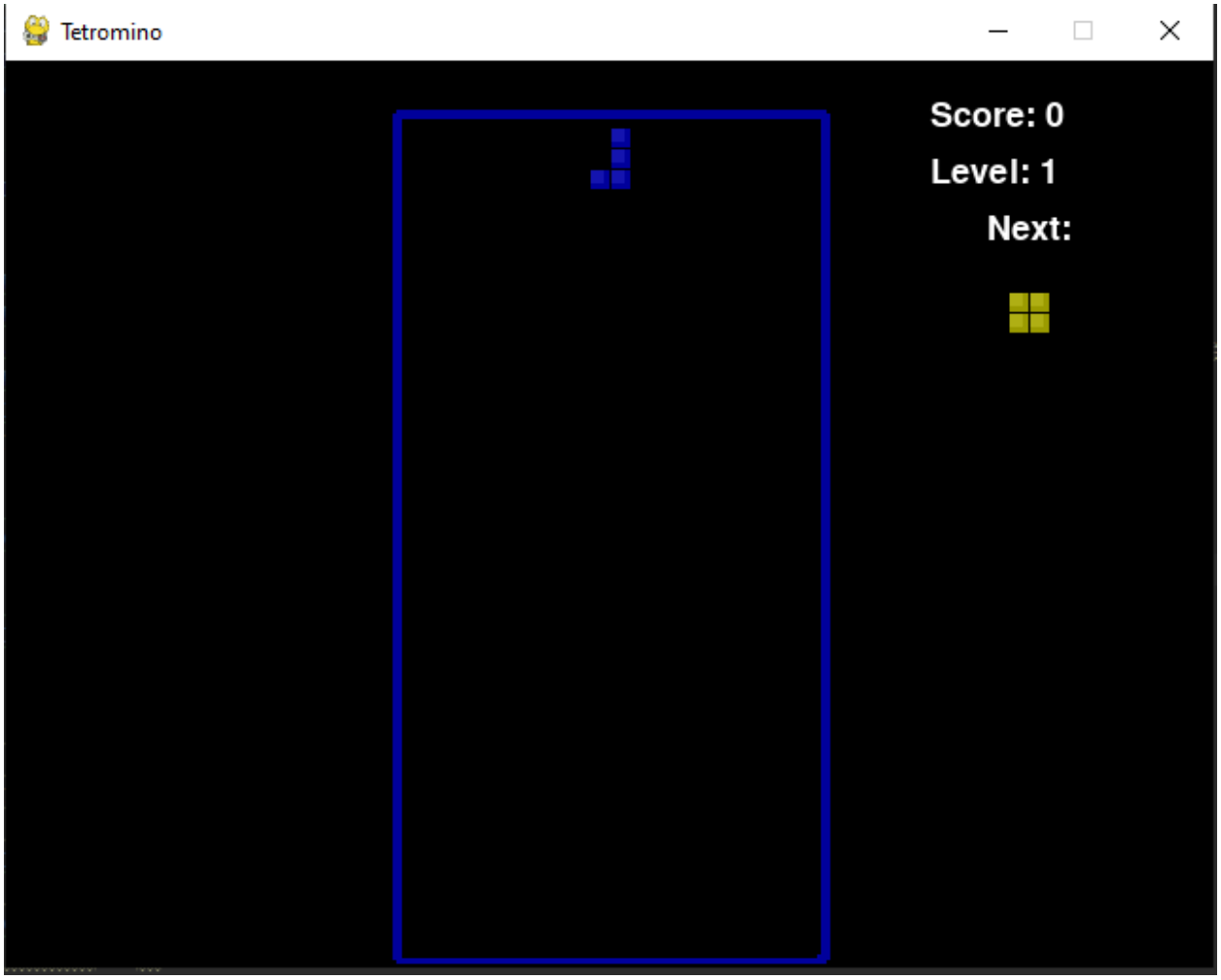
1.So we can see the full board we need to decrease the box size to 11 , if we want the height and width to be 20 , 40 as presented in the code

```
FPS = 25
WINDOWWIDTH = 640
WINDOWHEIGHT = 480
BOXSIZE = 11 #we need to decreease the box size to 11 , so we can see it otherwise we cant se the boardheight to 40
BOARDWIDTH = 20 #increaing to bordwith from 10 to 20
BOARDHEIGHT = 40 #increasing the boardheight from 20 to 40
BLANK = '.'
```



2.We make two shaped and three shaped shaped, meaning they use 2 or 3 blocks so that we can reuse them we put them in the pieces set , and we chose them randomly to get generated as the other premade shapes.

```
TWO_SHAPE_TEMPLATE =[['.....',
                     '.....',
                     '...O..',
                     '...O..',
                     '.....'],
                    ['.....',
                     '.....',
                     '..OO.',
                     '.....',
                     '.....']]

TWO_SHAPE_TEMPLATE_X = [['.....',
                         '.....',
                         '.O...',
                         '...O..',
                         '.....'],
                        ['.....',
                         '.....',
                         '..O..',
                         '.O...',
                         '.....']]
```

```
THREE_SHAPE_TEMPLATE_TWO = [['...O.',
                             '..O..',
                             '.O...',
                             '.....',
                             '.....'],
                            ['.O...',
                             '..O..',
                             '...O.',
                             '.....',
                             '.....']]
```

```
THREE_SHAPE_TEMPLATE_TWO = [['..O..',
                             '..O..',
                             '..O..',
                             '.....',
                             '.....'],
                            ['.....',
                             '.....',
                             '.OOO.',
                             '.....',
                             '.....']]
```

```
THREE_SHAPE_TEMPLATE_R = [['.....',
                          '..O..',
                          '..O..',
                          '.....',
                          '.....'],
                         ['.....',
                          '...O.',
                          '..O..',
                          '...O.',
                          '.....'],
                         ['.....',
                          '.....',
                          '..O..',
                          '.O.O.',
                          '.....'],
                         ['.....',
                          '.O...',
                          '..O..',
                          '.O...',
                          '.....']]
```

```
PIECES = {'S': S_SHAPE_TEMPLATE,
          'Z': Z_SHAPE_TEMPLATE,
          'J': J_SHAPE_TEMPLATE,
          'L': L_SHAPE_TEMPLATE,
          'I': I_SHAPE_TEMPLATE,
          'O': O_SHAPE_TEMPLATE,
          'T': T_SHAPE_TEMPLATE,
          'TWO_PIECE:':TWO_SHAPE_TEMPLATE,
          'TWO_PIECE_X:':TWO_SHAPE_TEMPLATE_X,
          'PIECE1:':THREE_SHAPE_TEMPLATE_TWO,
          'PIECE2:':THREE_SHAPE_TEMPLATE_R,
          'PIECE3:':THREE_SHAPE_TEMPLATE}
```

3.We define a new function,that returns the speed of falling based on if the score is odd or even, meaning that the score defines if the player cleared odd or even number of rows in the game. The method is that is check if the score number is moduled by 2 , returns a 0 meaning that the score is even ,otherwise its odd

```
def defineFallFreqOfOddEven(score):
    level = int(score / 10) + 1
    if score % 2 == 0:
        fallFreq = 0.27 + (level * 0.02)
    else:
        fallFreq = 0.27 - (level * 0.02)
    return level, fallFreq
```