[Project #3] Tetris

- Implement Tetris game
  - Library ncurses (offered)
    - Display tetris game on terminal
    - Compile
      - `sudo apt-get install libncurses5-dev`
      - Add "#include <ncurses.h>
      - `g++ tetris.cpp -lncurses -lstdc++`
  - Timer
    - Move down 1 height every second
  - Key
    - ‘↓’ : Move down 1 height
    - ‘↑’ : Clockwise rotation
    - Space : Hard drop
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- Implement Tetris game
  - Rotate
    - If there is other block, block cannot rotate
    - If block rotate near the wall, center of the block is moved
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- Example
  - Skeleton code will be offered in “csl.skku.edu”

  SW3 Tetris

  |   | Pause : ‘p’
  | B | Quit : ‘q’
  | BBB |
  |   | Score : 100
  |____|
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- **Due date**
  - 17.05.24 (Wed) 24:00

- **Submission form**
  - Send “student_id.tar.gz” to TAs’ e-mail