

Names 1. _____

2. _____

3. _____

4. _____

Divide into groups of 3 and find somewhere in the lab where your group can comfortably have a discussion. Don't expect your answers to be 100% complete: we will continue to refine our implementation. And don't worry that it might be incorrect: you may have a good idea that we won't choose to use, but that doesn't mean it couldn't be done your way. Just make sure you think!

1. Write the definition of a struct named **tet_t** that will represent a Tetris piece. Some things to think about:

- How many Tetris pieces are there?
- What attributes does an individual Tetris piece have?

```
struct tet_t  
{
```

```
};
```

2. Write the definition of a struct named **tetris_game** that will represent a Tetris game. Some things to think about:

- What features will we be implementing?
- What information do we have to keep track of?

```
struct tetris_game  
{
```

```
};
```