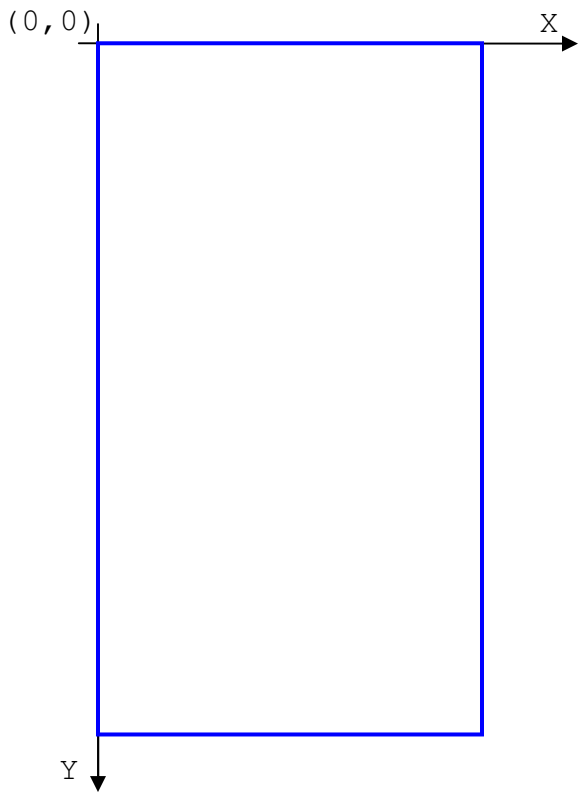
Coordinate system of the game board as it is *displayed*:



Game board as it is represented by a 2D array of **int**:

12

20

	0	1	2	3	4	5	6	7	8	9	10	11
0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0	0	1
2	1	0	0	0	0	0	0	0	0	0	0	1
3	1	0	0	0	0	0	0	0	0	0	0	1
4	1	0	0	0	0	0	0	0	0	0	0	1
5	1	0	0	0	0	0	0	0	0	0	0	1
6	1	0	0	0	0	0	0	0	0	0	0	1
7	1	0	0	0	0	0	0	0	0	0	0	1
8	1	0	0	0	0	0	0	0	0	0	0	1
9	1	0	0	0	0	0	0	0	0	0	0	1
10	1	0	0	0	0	0	0	0	0	0	0	1
11	1	0	0	0	0	0	0	0	0	0	0	1
12	1	0	0	0	0	0	0	0	0	0	0	1
13	1	0	0	0	0	0	0	0	0	0	0	1
14	1	0	0	0	0	0	0	0	0	0	0	1
15	1	0	0	0	0	0	0	0	0	0	0	1
16	1	0	0	0	0	0	0	0	0	0	0	1
17	1	0	0	0	0	0	0	0	0	0	0	1
18	1	0	0	0	0	0	0	0	0	0	0	1
19	1	1	1	1	1	1	1	1	1	1	1	1

Note the two extra columns and one extra row of 1's: we'll use these as "walls" to keep the current piece (which can move around) inside the displayed area.

Each element of the 2D game board ***array*** (shown as a rectangle) represents a 16 pixel by 16 pixel area of the game board ***display***.