

1. Fill in your name on this sheet.
2. Make a new Win32 Application named **Tetris06**; copy and add today's source and header files to the **Tetris06** project; change project settings to link **alld.lib**. The code WILL NOT compile.
3. **draw.cpp**: complete `draw_played_pieces()`
4. **keybd.cpp**: read the code carefully for understanding and complete the parts marked with a question mark.
5. **tet.h**: note the two prototypes added to this file.
6. **tet.cpp**: complete `can_move()`
(do not modify `check_for_lines()` in this Lab)

Turn in this sheet after having me check that your program compiles, links, and runs correctly. I should be able to see:

- a. Played pieces drawn in the correct location on the board.
- b. The moving piece correctly controlled by keyboard interaction.