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Thread: [My Code wont run tetris properly?](#)

KK123 - May 7, 2017, 6:34 pm

Can anyone help me with this, its due tomorrow. I've been working on it all day, or at least give me a hint whats wrong with it please!

<https://pastebin.com/25dquBga>

Appendix - May 9, 2017, 12:56 am

I didn't know Python could get so intense. I'm also learning it

SIM-574702 - May 9, 2017, 1:02 am

I'm busy but posting to check it later. From fast skim I've noticed

```
Code fallingPiece = nextPiece
```

```
nextPiece = getNewPiece()
```

Are you sure this is in good order

Chercher - May 13, 2017, 6:56 am

not going to bother to note the obvious wrongs here and the amount of autism in the beginning part because i'm sure you had a fun time writing it.

[looks at rest of code]

no im sure you've totally debugged the rest of this shit, the fact you couldn't even add syntax highlighting makes me squirt vomit.

ill just paste the obviously stupid shit

```
Code newPiece = {'shape': shape,
                  'rotation': random.randint(0, len(PIECES[shape]) - 1),
                  'x': int(BOARDWIDTH / 2) - int(TEMPLATEWIDTH / 2),
                  'y': -2, # start it above the board (i.e. less than 0)
                  'color': random.randint(0, len(COLORS)-1)}
```

```
return newPiece
```

```
Code if PIECES[piece['shape']][piece['rotation']][y][x] != BLANK:
```

```
board[x + piece['x']][y+ piece['y']] = [piece['color']]
```

```
Code LIGHTCOLORS = (LIGHTBLUE, LIGHTGREEN, LIGHTRED, LIGHTYELLOW)
```

```
Code BLANK="."
```

```
Code from pygame.locals import *
```

look i like dynamic code as much as the next person but this is OvK af.

also the fact you're not even utilizing the BLANK variable in the templates = kek