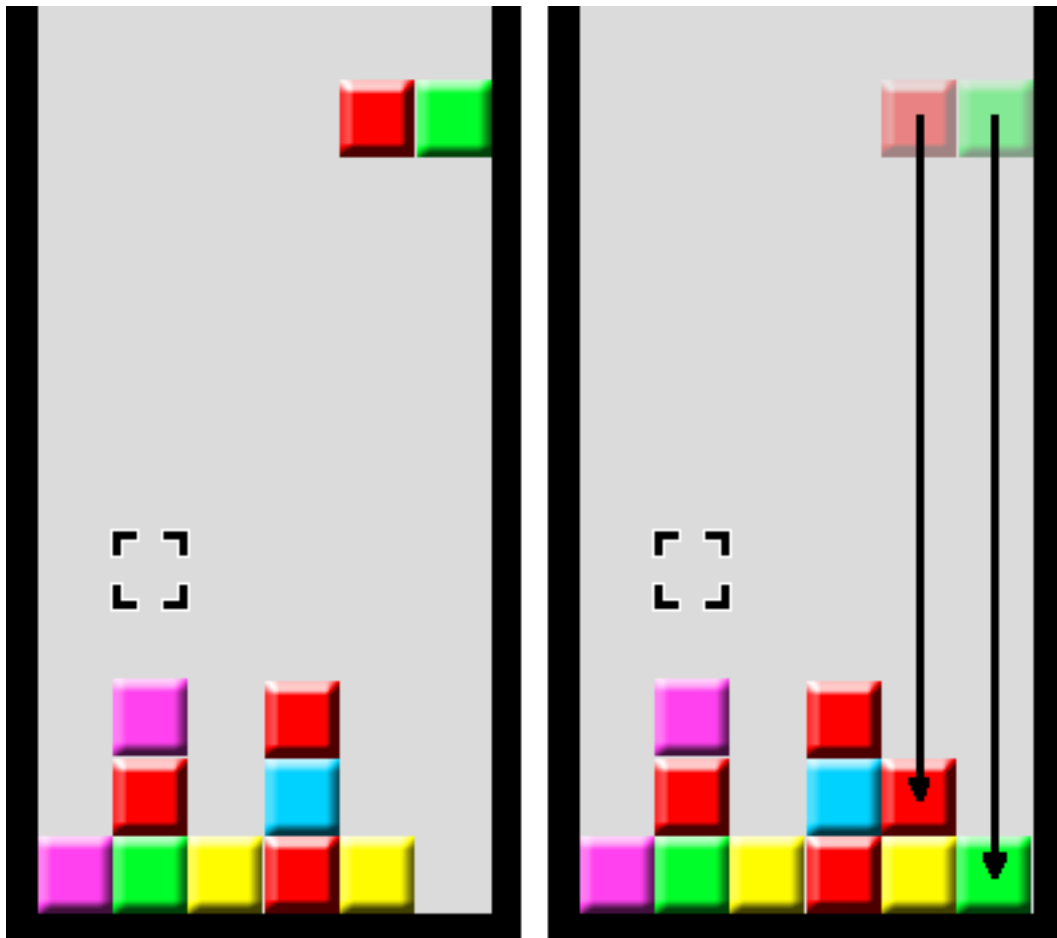Purpose:

- The goal of this exercise is to develop a JAVA puzzle game which is a "variation" of the Tetris game.

- We are interested in seeing your code writing skills, style and logic.
  Don't hesitate to comment on your code in order to make it as clear as possible.

- The purpose of this exercise is purely a skill assessment, and gameplay implementation ability.
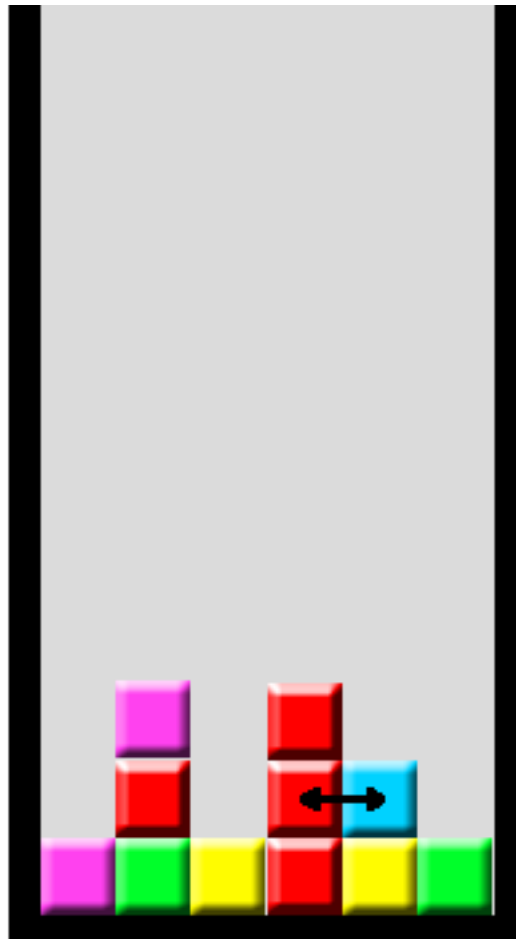
Rules of Game:

- there a 5 different Elements, each with one specific color (so 5 color)

- Element pair are created every X milliseconds, X decrease every 2 minutes of gameplay
  X = 2sec at beginning of the game

  Elements pair appear at random position on the first top line of the Gameboard
  they, then, come down from the top until they stack up on top of other Element or on the Gameboard border
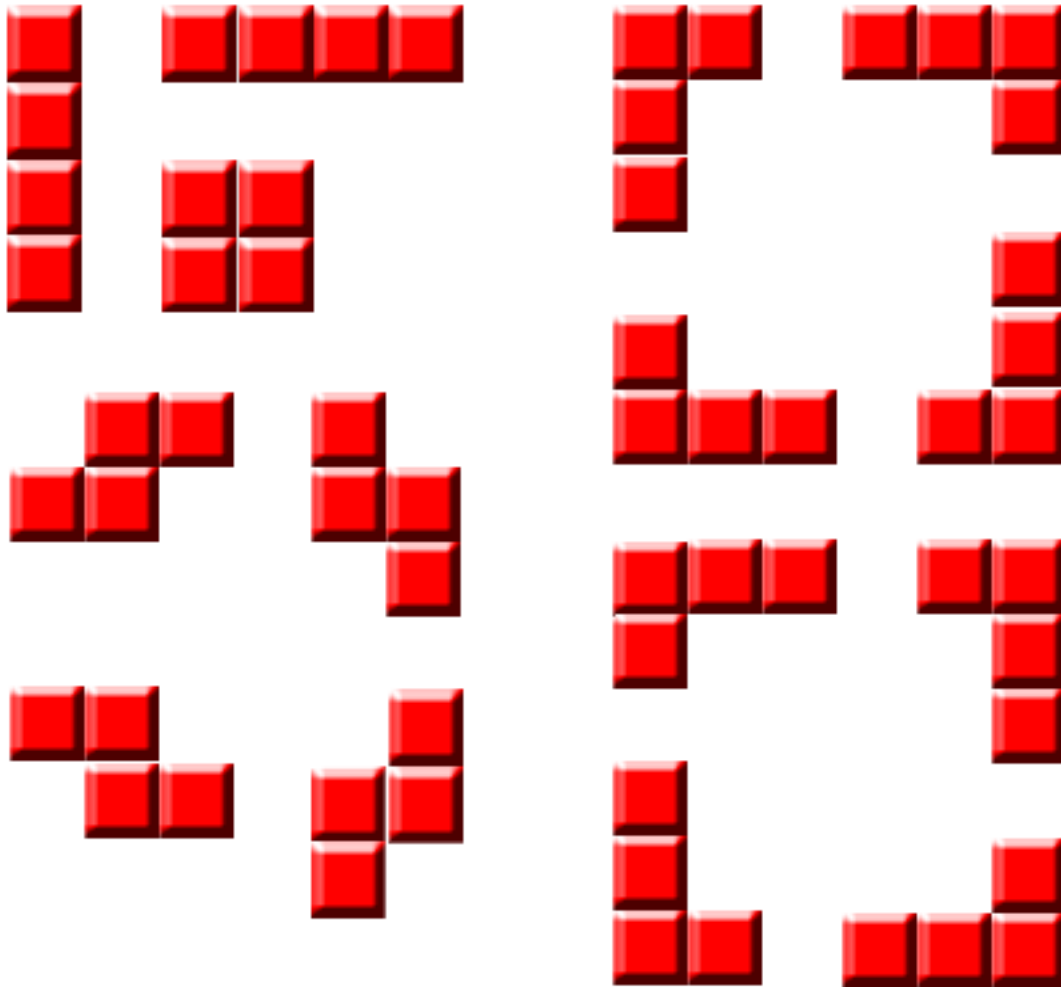
- at the beginning of the game, the Gameboard will be randomly filled with some Element the number of element is up to you (could be dependent on the level selected by the player)

- the user control a cursor
  he can move it up, down, right, left and select an Element which does not move(fixed Element) (so cannot select an Element from the moving pair)

- when the user select a fixed Element, he can then press one direction (up, down, right, left) if there is another fixed Element in the adjacent cell in this direction, both Element (selected one + one in given direction) switch position

- When four Element of same color are connected in a tetris shape, they are removed from the game board
  All Element above those about to be cleared will then fall until they land onto other Element or border of the Gameboard.

the valid combination of tetris shape are :

- game is over when gameboard is full, and no more Element pair can be added
  the game score will be a combination of nb of tetris-shape removed and how long the player played before he lost

Note:
- this is a speed game the user will be forced to loose at some time

- the control of the cursor is not synced with the creation of a new Element pair, both are desynchronised event

- in the "res"directory you will find the graphic resources that you can use for this test

To Submit:

- Please submit a java console application that will open a window and start the game.

- You may attach a separate text file that documents player controls and any other comments (as gameplay improvements, bugs not corrected, any comment that will help evaluate your submission...)

Important:
- **JAVA only**
- **java console application (not an applet)**
- **ALL COMMENTS IN ENGLISH**