TETRIS GAME DESIGN

Use this checklist to ensure you are making the application correctly

SET UP THE ENVIRONMENT AND VIEW

Resources Folder

- ☐ Obtain small images for the arrow_left, arrow_right, arrow_up, arrow_down. Belongs in the drawable folder.
- ☐ Obtain small images for next upcoming tetrominoes. There should be 7 images. Belongs in the drawable folder.
- ☐ Create a Layout file called activity_main. It should have a Parent Constraint Layout, all the image buttons in their place inside a relative layout. For example, an image view for the right button needs to be inside the relative view. You determine how you want it to look. Make sure you create a text view for the points, high score, start button, and reset button. I am listing all the important details. Finish all the gaps!

GAME BOARD JAVA CLASS

- ☐ <mark>FIELD VARIBLES:</mark> Defines the board height and width, generates the random numbers used for the <u>pieces</u>, contains the pieces list array list, creates all the different colors for the pieces, and 2d array for the game board.
- ☐ Methods you need to create:
  - Code to color method that accepts 2 parameter, x and y coordinates and return a color int value.
  - clearBoardGame(). By making the 2d int array all have values of 0. E.g. gameboard[x][y] = 0.
  - getNextPiece
  - placePiece
  - getCurrentPiece
  - deletePeice
  - getPieceList
- ☐ move Right
- ☐ move Left