Arnoldas Katkevicius – 1502603.

My program consists of 5 classes and “Tetris“ class is the main one which starts the game – creates frame, and add key listeners. By using “Frame” it initialises two other classes “GamePanel” and “StatsPanel”.

“Frame” main function is to put both given components from “Tetris” class into one common frame. It as well has main methods of the game system: “startTimer” – for starting a timer which keeps the game running; “nextMove” method for adjusting the level, and actions depending on game state, choosing which figure to spawn by using “Figure” class, or if it is already spawned moves it; “newGame” – resets everything to default settings and starts a timer which starts a game. “Frame” in general, controls all the game flow.

“GamePanel” is the class which performs all the actions with an array of blocks, which was sent from “Tetris” key listeners or “Frame” class. The main methods are: “spawnFigure” – for creating a new figure; “moveFigure” – moving the figure towards direction which was sent; “rotateFigure” – rotating figure to the next state; “paintComponent” – for displaying an array of blocks; “isValid” – for collision detection, in order to avoid any errors while making any movement of the figure. It performs all its methods with given random figure from “Frame” class.

“StatsPanel” is the class used only for presentation of current state of the game by taking data from “GamePanel” and “Frame” classes. If it is a new game, it shows how to start a game. If the game is started, it shows current score, level, and next figure. In case of lose, it shows reached score, level, and how to start a new game.

The last one - “Figure”, is the enumeration class for storing all the possible objects. Every object described by: column, row amount – how many of them does the figure take in matrix; Boolean array of every rotation, which shows which blocks should be used and which not, making it easier to get form of the figure. It is used in “GamePanel” to get current figure specifications and in “Frame” when deciding which next figure to use in game.