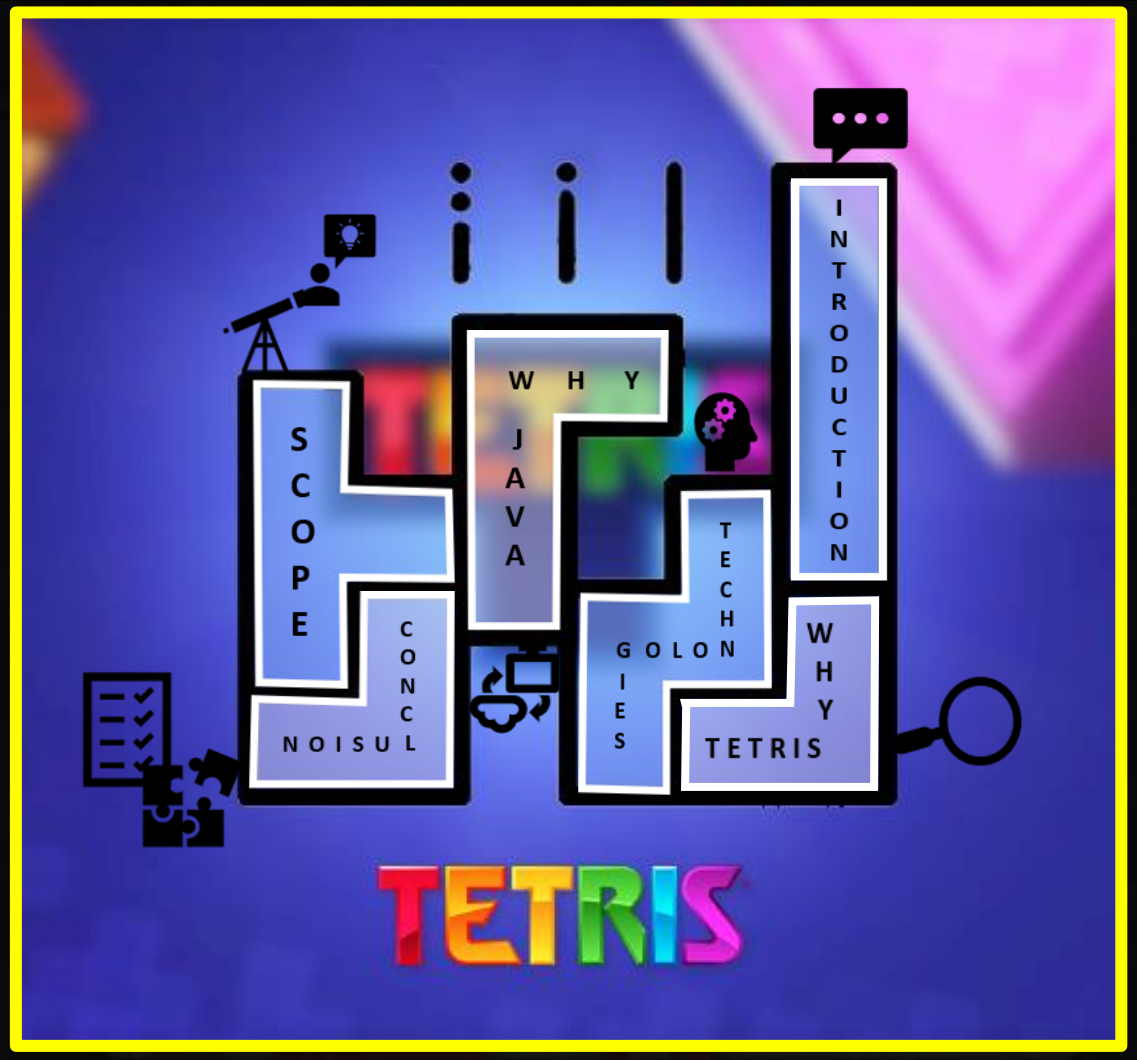
PRESENTED BY

ATUL PATIL

MANISHA GUPTA



What is Tetris?

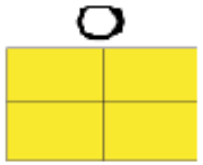
- Puzzle Matching game, that uses different shaped that are made up of four squares each.
- There are seven Tetris blocks. They are I, O, T, S, L, Z, and J.
- Tetris requires players to arrange blocks of various shapes that "fall" from the top of the screen in a way so that they fit together efficiently at the bottom of the screen.

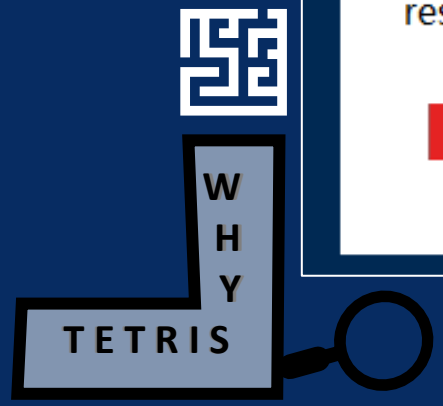
Alexey Pajitnov

INTRODUCTION

Why Tetris?

- Challenges.
- Very popular to create.
- Never created a puzzle game before.
- It's not only enjoyable to play, but it also brings back good memories.
- Additionally, continuous Tetris play can result in more efficient brain activity.





What Was Used?

- Microsoft Visual Studios or NetBeans
- Grid created in class as a foundation for the board
- Operating system (windows 10)
- Platform development (java 11 & latest)

Visual Studio

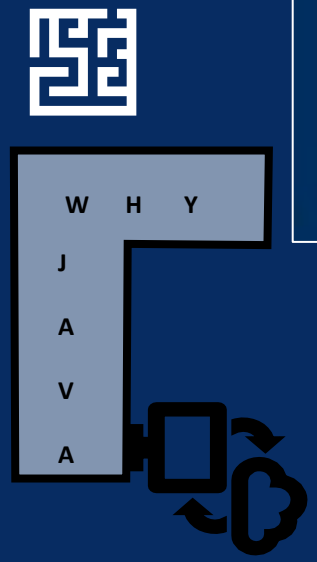
NetBeans

Java

GOLON TECH GIES

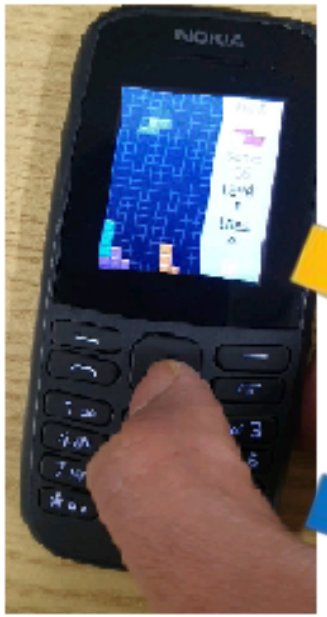
Why use Java?

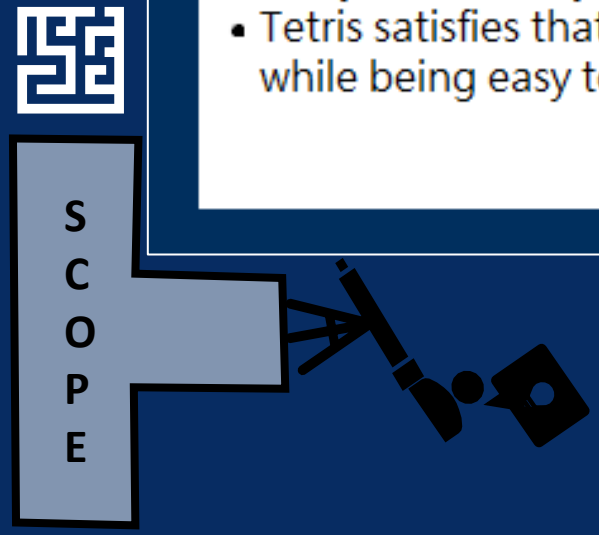
- Java works on different platforms (Windows, Mac, Linux, Raspberry Pi, etc.)
- It is one of the most popular programming languages in the world.
- It is easy to learn and simple to use.
- It is open-source and free.
- It is secure, fast, and powerful.
- As Java is close to C++ and C#, it makes it easy for programmers to switch to Java or vice versa.



Scope of Tetris?

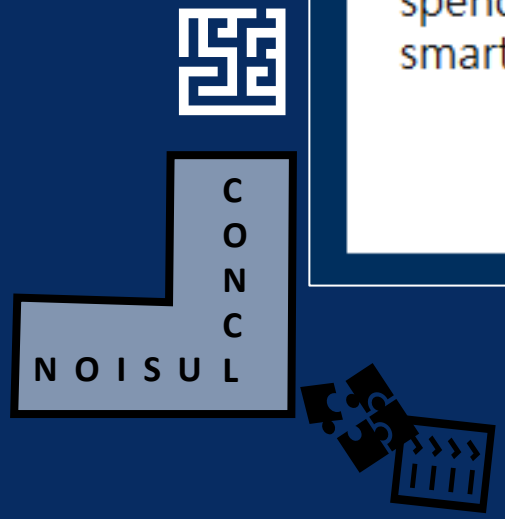
- The goal of the game is to prevent the blocks from stacking up to the top of the screen for as long as possible.
- No, Tetris doesn't increase your IQ but it helps in other ways like it can increase your visual-spatial skills, focus, puzzle-solving ability, etc.
- All of these benefits are also important in life for everyone at every age.
- Tetris satisfies that desire on a very basic level while being easy to understand and quick to learn.





Conclusion

- This project is a game that is developed with the intention to develop logic. This facility is helpful for the users for entertainment and also enhances the user's concentration.
- Tetris was found useful in controlling perceived stress and can be a highly relevant intervention for the tech-savvy generation of young adults who spend a considerable amount of their time on their smart gadgets.



THANK YOU !