**Tetris documentation**

**Project summary.**

This is the official documentation for the Hotel FX booking system. This project was designed to complete my class requirements for the Intro to CSII class. It was made in collaboration with the YouTube content creator Gasper. The project is using Java FX to create a Tetris game. The game is responsive and is controlled by using the keyboard. The rules of the game are like classic Tetris. Each complete line disappears, the blocks are controlled to move left to right using the keyboard, and the score increases as soon as the block touches the ground.

**Errors faced while coding**

There were various errors I faced in coding. Some of which are listed as follows:

* Dependency errors while using IntelliJ
* Unfamiliarity with Java FX
* Needing to update the source files for my computer

**A picture containing chart

Description automatically generatedScreenshots of the game in action.**

**Chart

Description automatically generated**

**Class Diagram.**

|  |
| --- |
| Tetris ---🡪 Application |
| +MOVE: int  +SIZE : int  +XMAX : int  +MESH : int[][]  + group : Pane  + scene : Scene  + score: int  + top : int  + game : Boolean  + score : int  + top : int  + game : Boolean  + linesNo : int |
| + start(Stage):void  + moveOnKeyPress(Form):void  - MoveTurn(Form): void  - RemoverRows(Pane): void  - MoveDown(Rectangle): void  - MoveLeft(Rectangle): void  - MoveRight(Rectangle): void  - MoveUp(Rectangle): void  - moveA(Form): Boolean  - moveB(Form): Boolean  - moveC(Form): Boolean  - moveD(Form): Boolean  - cB(Rectangle): Boolean |
| Controller |
| + MOVE: int  + SIZE: int  + XMAX: int  + YMAX: int |
| + MoveRight(Form): void  + MoveLeft(Form): void  + makeRect(void): Form |
| Form |
| a: Rectangle  b: Rectangle  c: Rectangle  d: Rectangle  - name: String  - form: int |
| + Form(Rectangle,Rectangle,Rectangle,Rectangle): void  + Form(Rectangle,Rectangle,Rectangle,Rectangle,String): void  + getName(): String  + changeForm(): void |