**OOP Mini-Project Requirements**

**Project Title:** Tetris 2.0

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**Project Aims**

* To create a fully functional classic Tetris Game that implements some self-defined game rules (such as No blocks can be rotated when around the border, no pause for the game)
* The player must be able to select the level of difficulty they wish to face (Easy, Normal, Hard, Hell), the higher the difficulty the faster the Tetris blocks drops to the bottom of the grid
* The system will contain validations to prevent game crash or game lag when player presses the ‘Start’ button
* If a block exceeds the grid, system will stop the game and the system will show Game Over screen, this screen would only appear for 6 seconds, then closed by the system
* The system will implement Action Listeners and Key Strokes interfaces to handle event such as button functionality, movements of a moving block (Move right, move left, rotate, instant drop)
* Be able to serialize and deserialize the previous player’s username and score

**VOPC Diagram**

