VIETNAM NATIONAL UNIVERSITY – HO CHI MINH CITY

INTERNATIONAL UNIVERSITY

A picture containing text

Description automatically generatedA picture containing text, room, gambling house, scene

Description automatically generatedSCHOOL OF COMPUTER SCIENCE AND ENGINEERING

OBJECT-ORIENTED PROGRAMMING

**PROJECT REPORT**

TETRIS

Members’ names:

Nguyễn Việt Anh – ITDSIU18027

Nguyễn Công Thành – ITITIU19052

Lê Văn – ITITIU19242

Lecturer:

MSC. Lê Thanh Sơn

MSC. Nguyễn Quang Phú

1. **Introduction**

Brief history: Tetris is a tile-matching video game created by Russian software engineer Alexey Pajitnov in 1984. It has been published by several companies, most prominently during a dispute over the appropriation of the rights in the late 1980s. After a significant period of publication by Nintendo, the rights reverted to Pajitnov in 1996, who co-founded The Tetris Company with Henk Rogers to manage licensing.

This is a report about Tetris game project. Our project is a simplified version of the original Tetris game.

1. **Development**
   1. *Diagram

      Description automatically generatedUML*
   2. *Classes*

Board: this class contains the logic in the game, for example how the tetrominos (a geometric shape made up of four squares that are connected orthogonally) moves or respond to user navigations.

Menu: display gameplay options, main class to launch the game is in here.

Tetrominos: defines the appearance of the shapes.

Shape: defines the looks and movements of the shapes.

Sound: contains background music and respond audio.

TAdapter: navigation keys of gameplay.

Action: reset gameplay or go back to menu.

Tetris: sets the dimensions of the app’s window and gameplay background.

1. **Appendix**

Project GitHub link: github.com/Kudokunnn/Final-Project/

Members’ contributions: Nguyễn Việt Anh and Nguyễn Công Thành – coding and fixing bugs; Lê Văn – features research, PowerPoint presentation and project report.