Team Cookie APCS pd 7

Lawrence Joa, Justin Mohabir, Lior Polischouk Spring 2022

Final Project Proposal

We make Tetris with processing

Grid movement:

The player should be able to move freely with the use of the arrow keys. The block will fall down slowly, and will eventually hit the floor and stay there. After this another block will spawn on top. There will be a two dimensional array that contains the grid.

Blocks

We will have multiple block classes that extend a block interface because each block needs to have a specific rotation method. We will implement a queue that shows the player which blocks will come next.

Point Counter

We will implement a counter that uses a timer, and tracks the amount of points one gets. Certain points will be given depending on the amount of lines scored at once. The game will speed up as the points increase.

Tools / topics we are trying to implement with this project

- Queues and stacks to stores blocks
- Processing, a whole lot of processing
- Interfaces for blocks
- Subclasses for blocks