Cookie (Justin Mohabir, Lawrence Joa, Lior Polischouk)
APCS Pd7
Final Project Proposal

We are making a replica of Tetris. We will have a board class, individual block classes for each unique piece, and a queue for storing the blocks as the game progresses. Although we will make the physical board visible through processing, we will also use a 2d array for the board to determine where blocks can and cannot be / move. As in normal tetris games, the user will be able to move blocks left and right to the border, and down until the block hits the bottom or an existing block. Additionally, blocks will be able to be rotated by the user. We also plan to have different levels of difficulty, where the speed of the game increases at harder levels.