TETRIS

INDEX HOW TO CODE TETRIS

General TETRIS

FUNCTION

OUR TETRIS FUNCTION

Plus TETRIS function

TETRIS
by LEYEL

LEVEL UP

General TETRIS

INPUT KEY

General TETRIS



When touching the floor and other blocks move left and right

Stop

Р



spacebar.

Bonus score

level UP

General TETRIS

10 line Clear If level up

Erase lines as the level number

IEVEL

- 1~10 Lv.
- Increase rate
- Plus score

BONUS

COMBO OR SPACE BAR

OUR. TETRIS FUNCTION

OUR FUNCTION

level

- 1~100 Lv.
- Plus function (10*n Lv.)
- Increase gain score

level UP

- Remove remaining blocks
- Increase rate
 (over 10*n Lv.,
 initialize velocity)

Bomb

- Erase the blocks(8) around the bomb
- No score

Arrow Keys

• Change the direction

(5 Lv. UP)

TETRIS BY LEVEL

LEYEL 1-10

Same as General

Rule

- Increase score, rate
- 10 line clear
- Erase lines as the level number

Bonus

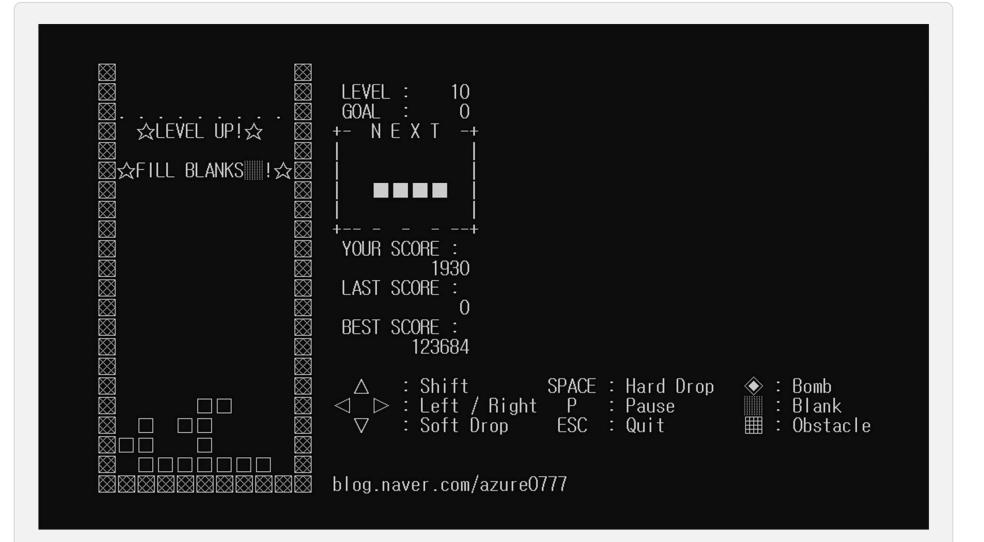
- Combo
- Space Bar

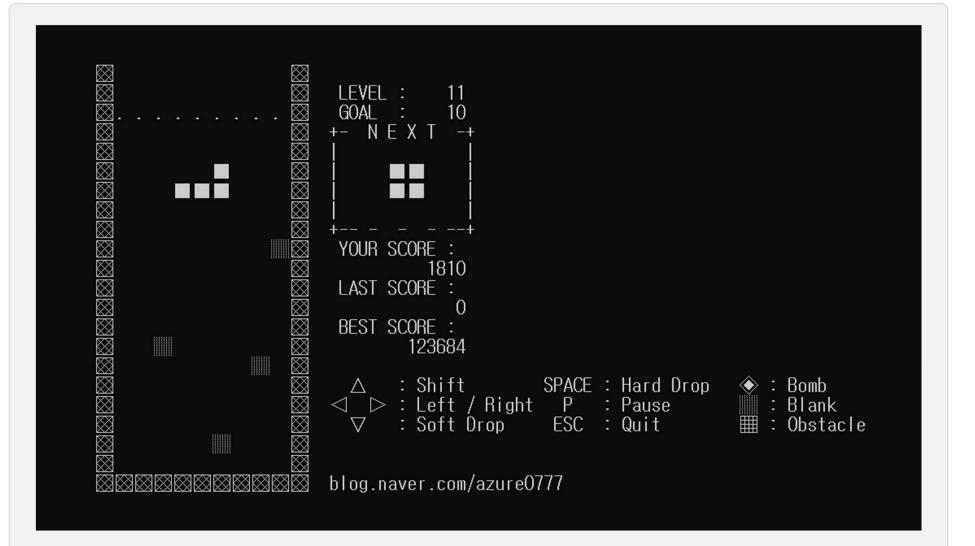
LEYEL 11-20

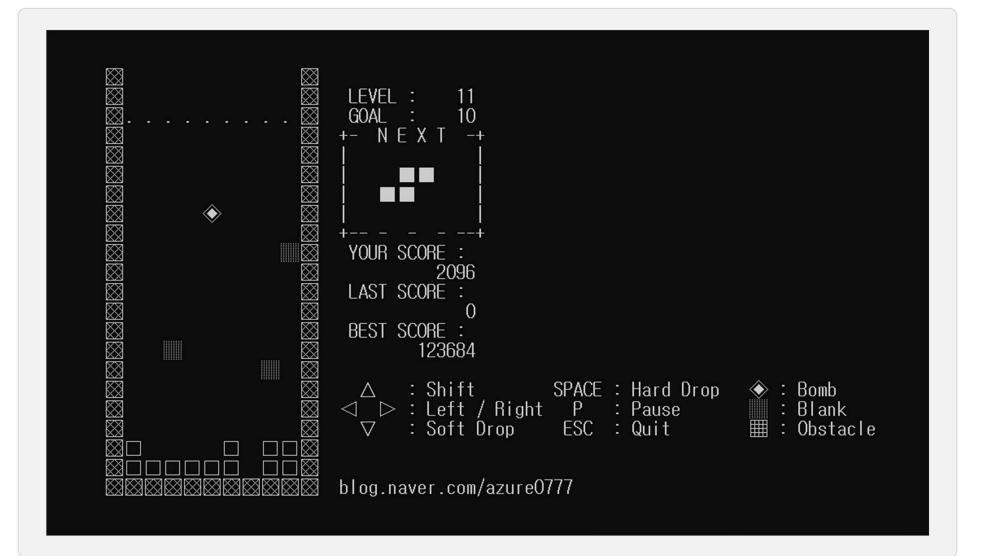
- Randomly
- +1 Level -> added
- Fulled -> line erased

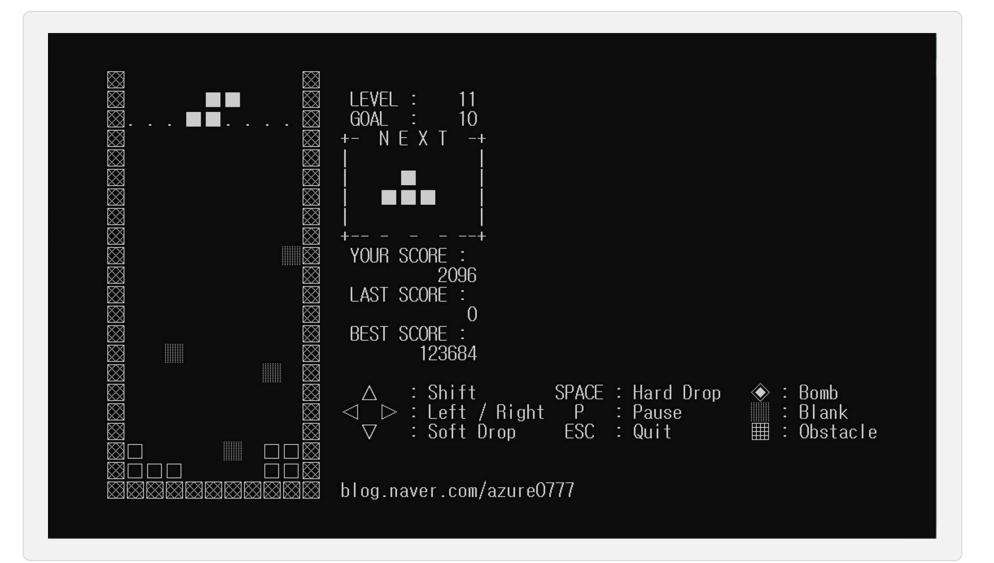
Bomb

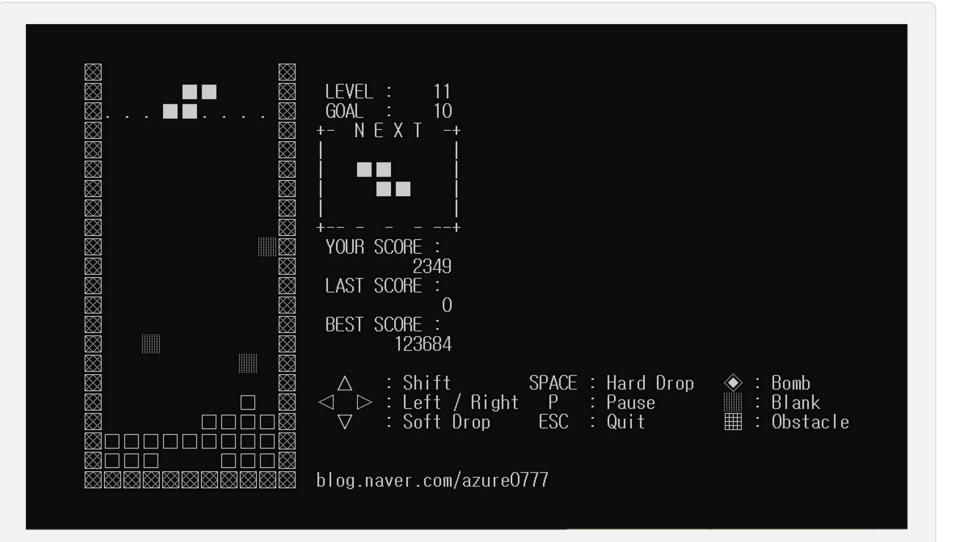
- Not fulled & Bomb
- -> added IIII again
- Fulled & Bomb
- -> not added |||| again

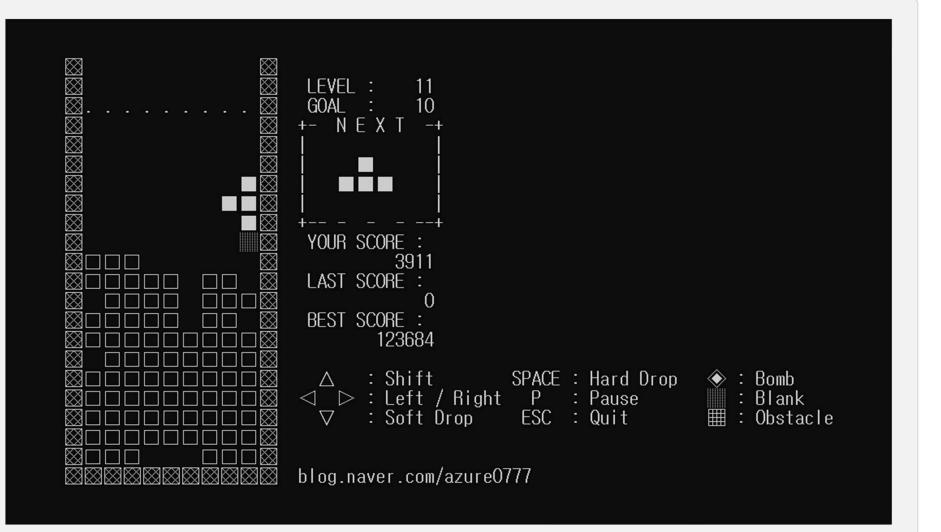


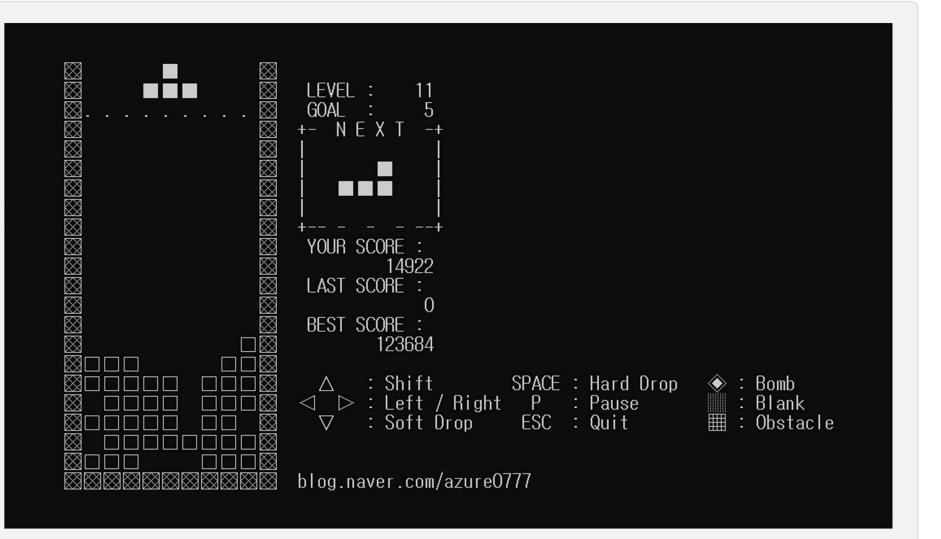


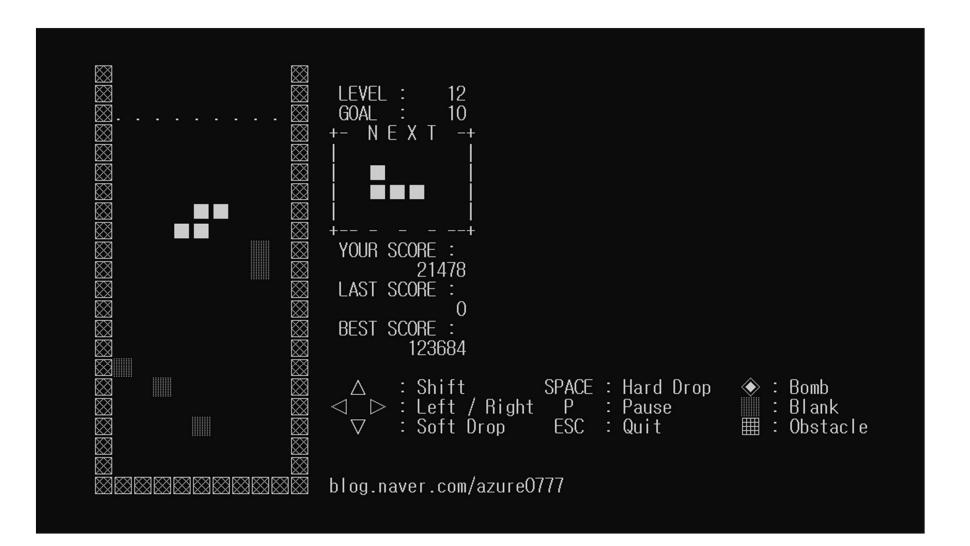


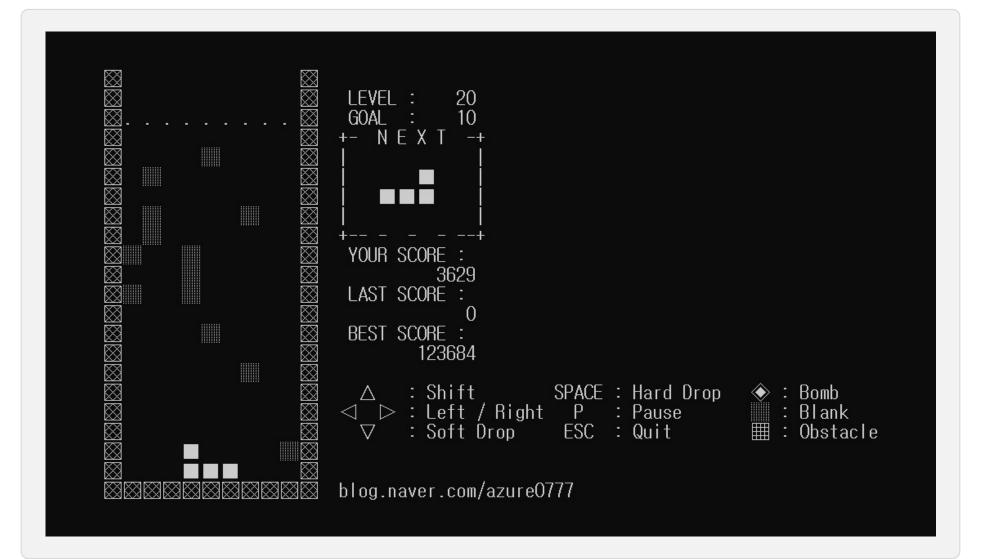








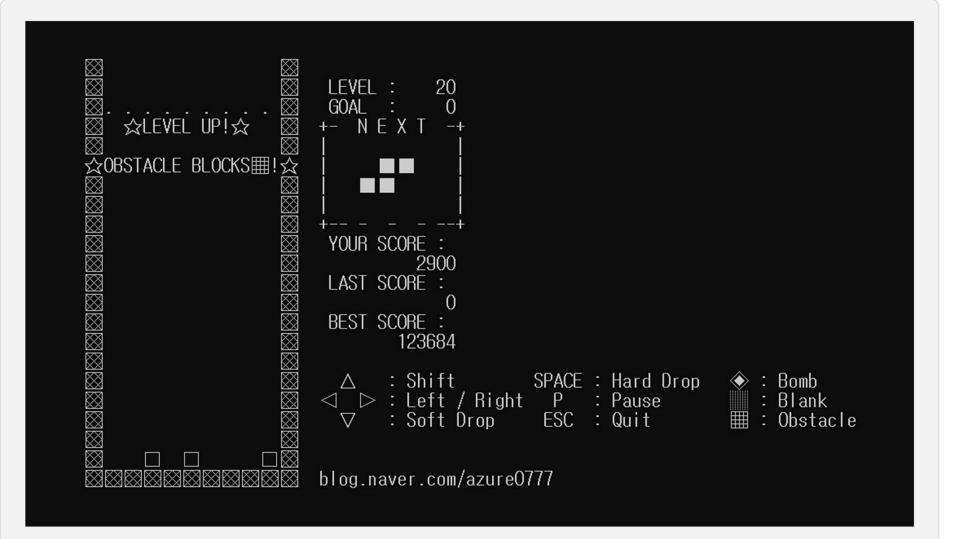


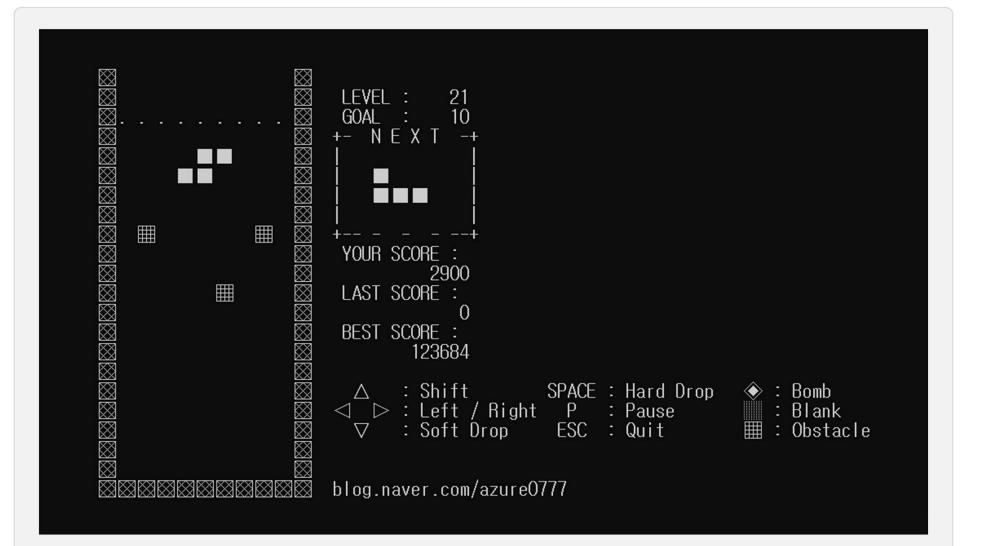


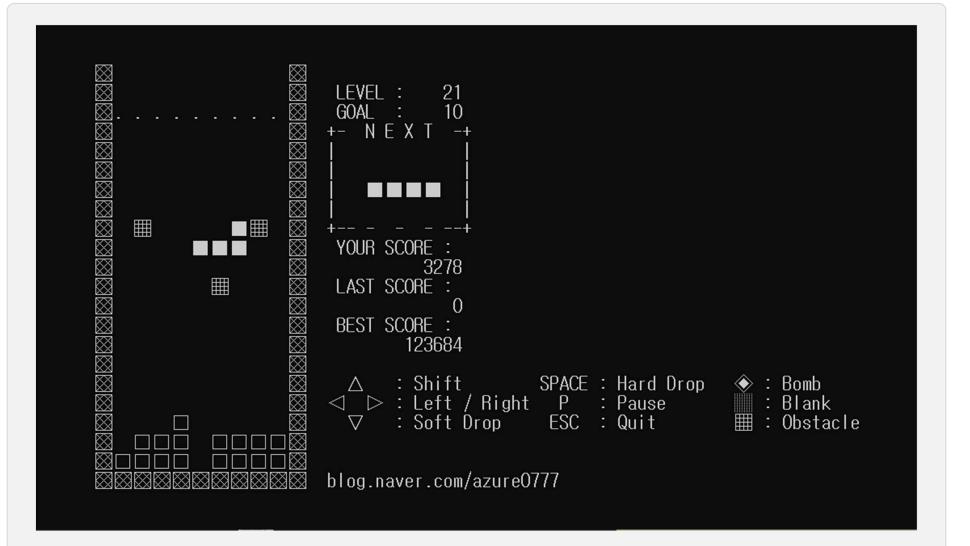
LEYEL 21-30

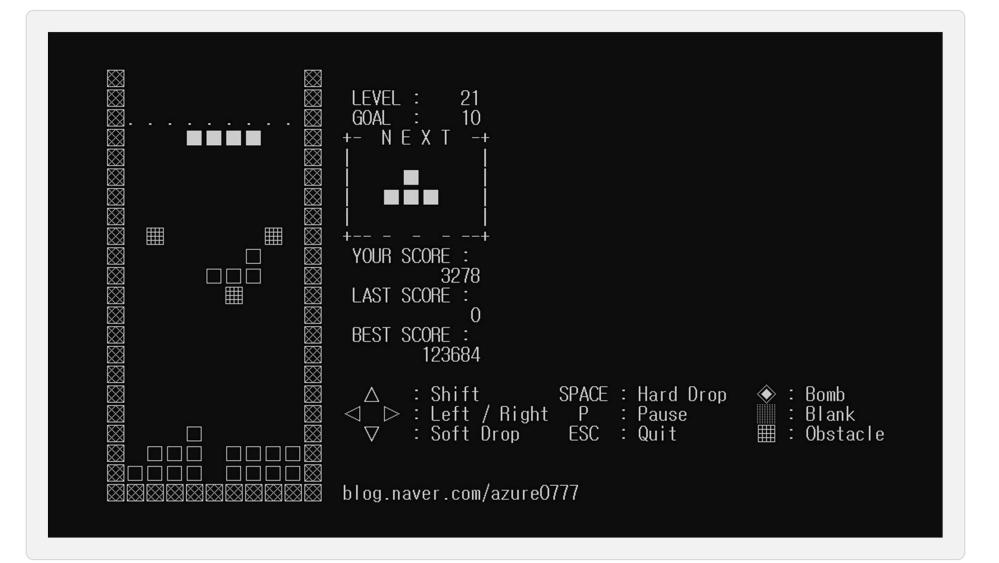


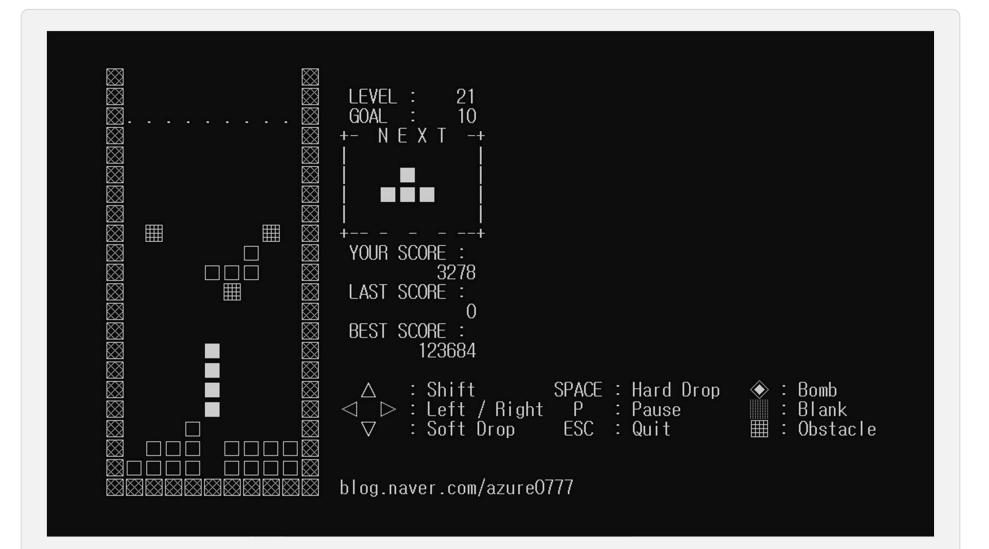
- Randomly
- +1 Level -> added⊞
- Fulled -> line not erased
- \blacksquare -> never erased

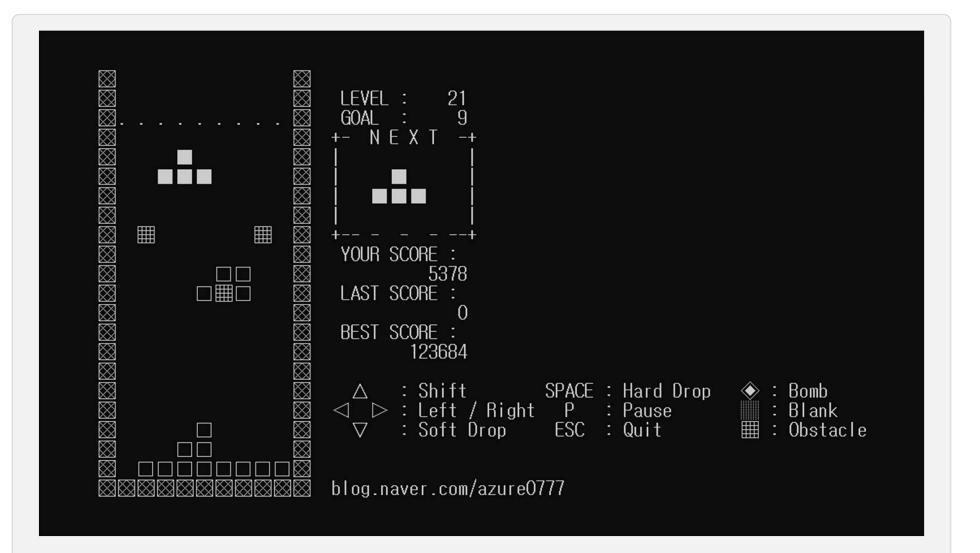


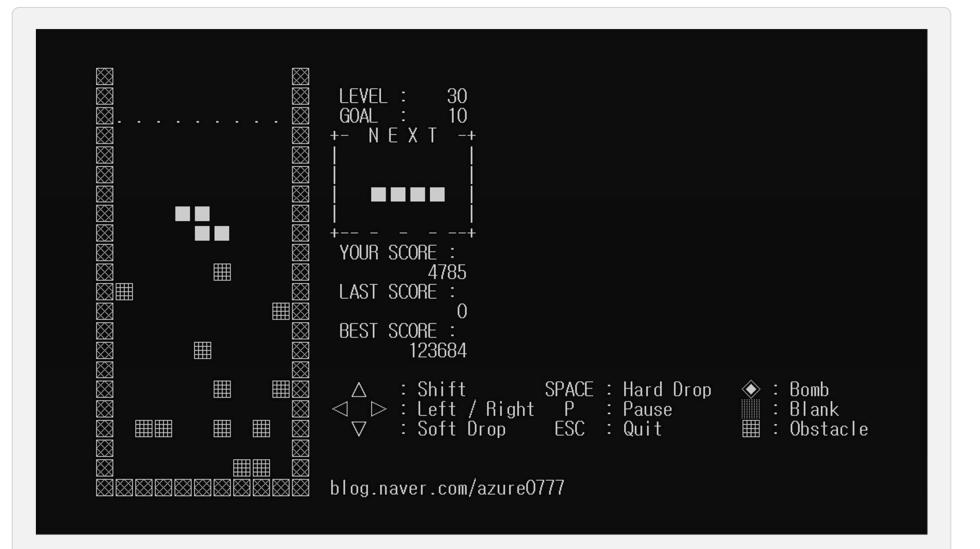












LEYEL 3 1-40 LEYEL 4 1-50 LEYEL 5 1-60

BLOCKS

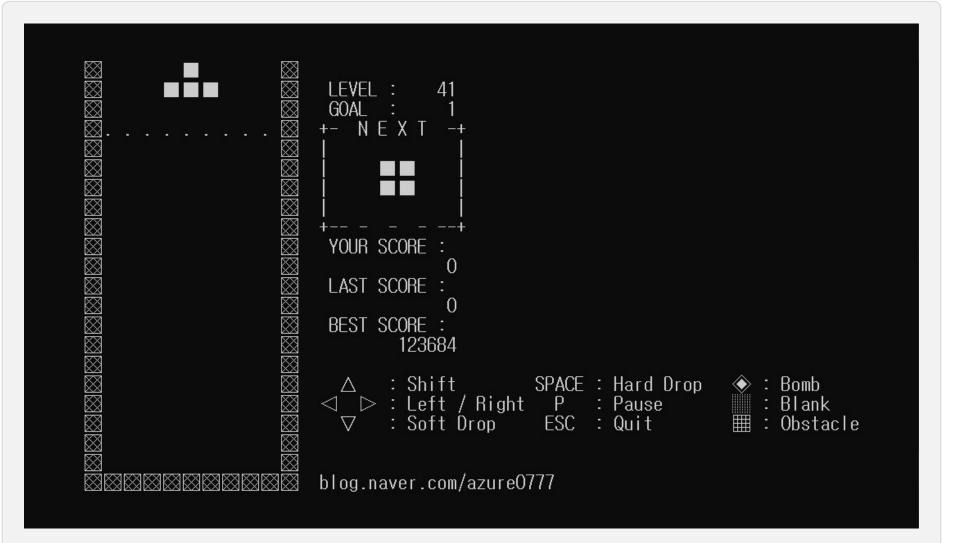
Not turn the blocks

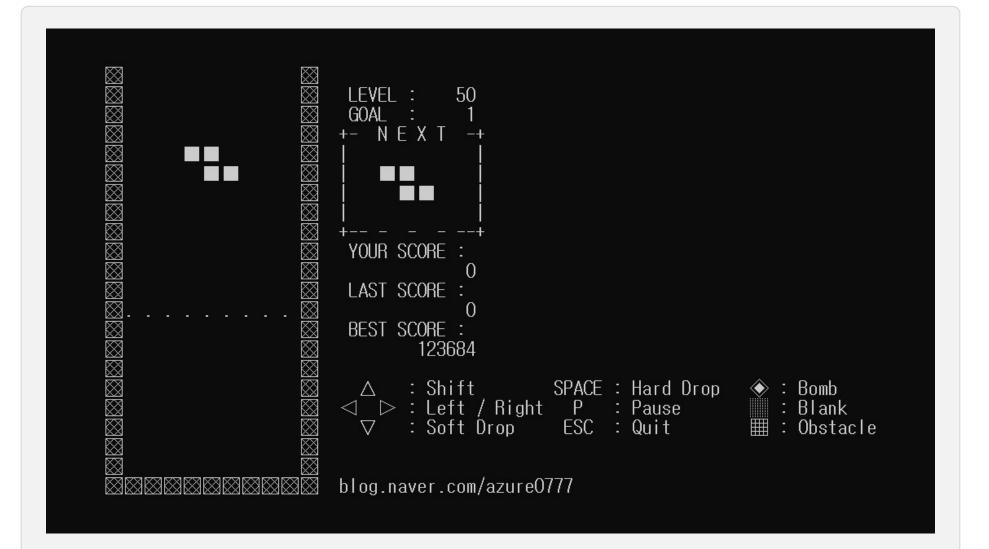
finish line

Finish line Falling

+ 1 Level ->

Erase the blocks randomly & Add





LEYEL 3 1-40 LEYEL 4 1-50 LEYEL 5 1-60

BLOCKS

Not turn the blocks

finish line

Finish line Falling

+ 1 Level ->

Erase the blocks randomly & Add

LEYEL 61-70

LEYEL 7 1-80

LEYEL 8 1-90



Blocks

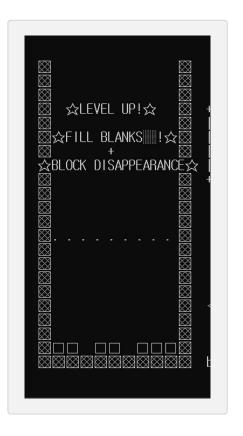
Blocks & finish line

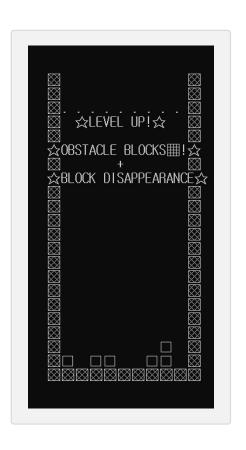
Erase the blocks randomly & Add⊞

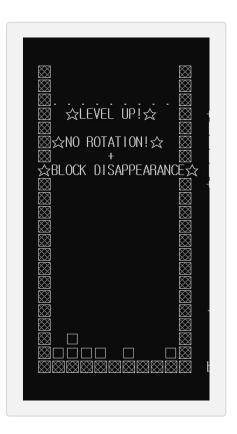
Erase the blocks randomly &
Not turn the blocks

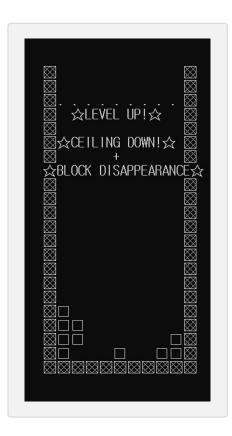
Erase the blocks randomly & Finish line Falling (-----)

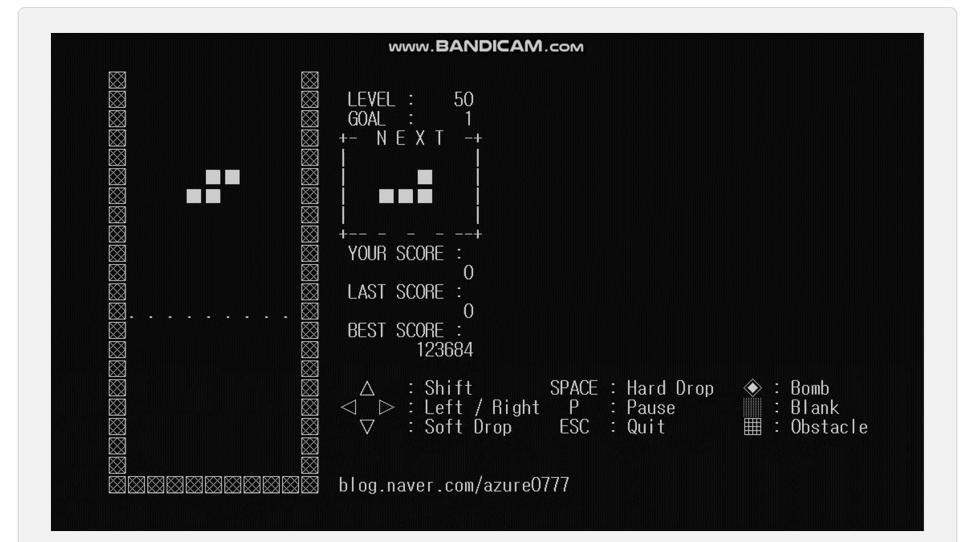
LEYEL 51-60 LEYEL 61-70 LEYEL 71-80 LEYEL 81-90





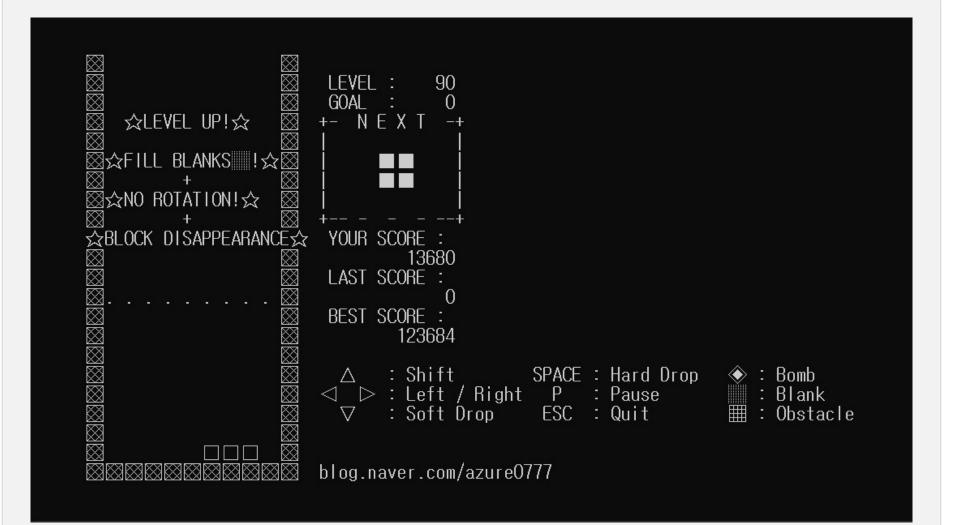






LEYEL 91-100









THANK YOU