TWO-PLAYER TETRIS

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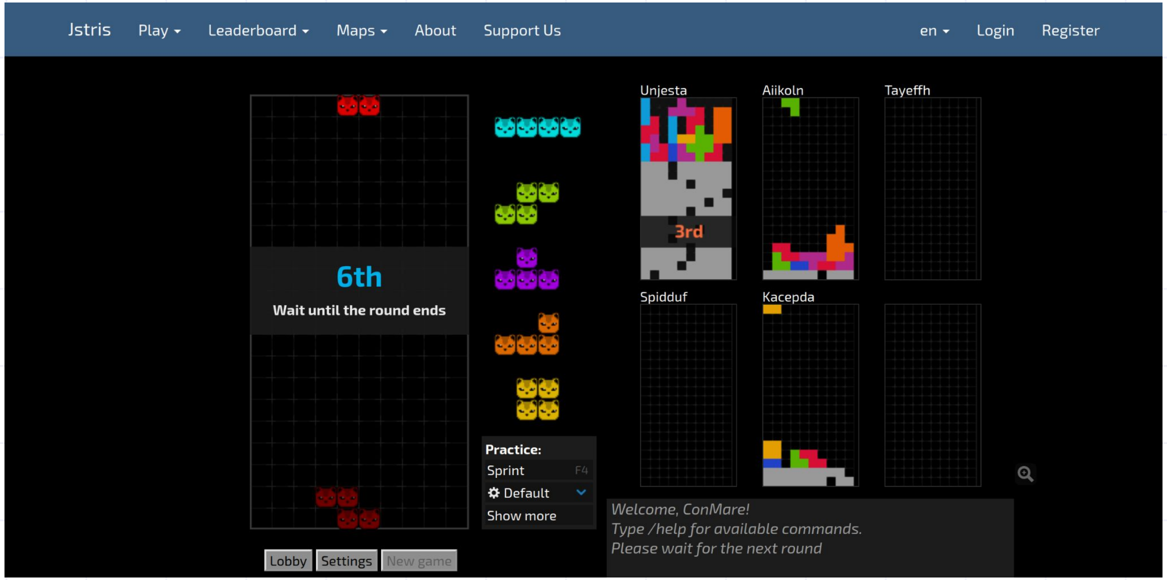
IDEA/CONCEPT

Original code was from https://github.com/infantix/Tetris-2-players-



6th

Wait until the round ends

Welcome, ConMare!
Type /help for available commands.
Please wait for the next round

THEME

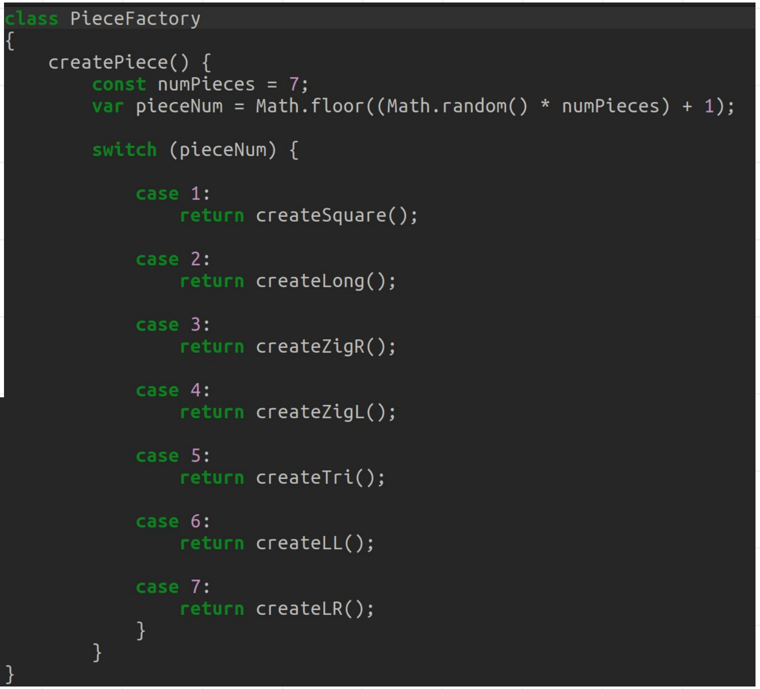
We used a retro/8-bit arcade theme, where we utilized code for a VHS filter effect:
http://aleclownes.com/2017/02/01/crt-display.html

Music was found on YouTube and combined in Audacity to make one long track:
https://www.youtube.com/watch?v=dUpP80Y8YIQ
https://www.youtube.com/watch?v=q4tU7pmpQUk
https://www.youtube.com/watch?v=mh1uBUa4mH4&t=331s

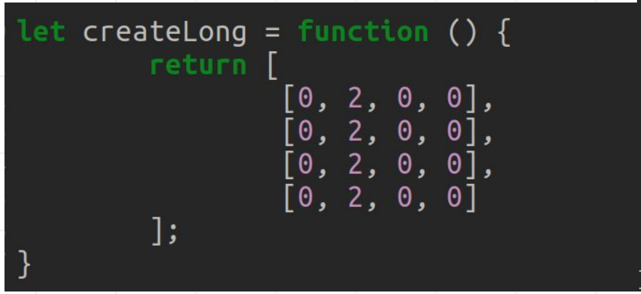
Images were found across Google, modified with GIMP:
https://www.freepik.com/premium-vector/keyboard-button-arrow-wasd-set-icon-simple-minimal-flat-vector-app-web-design_25481867.htm
https://www.artstation.com/artwork/X1md4R
https://ar.pinterest.com/pin/593419688389266169/
http://www.rw-designer.com/cursor-set/retro-wave
https://www.stickpng.com/img/games/tetris/tetris-t-block

JAVASCRIPT FUNCTIONS

Generates a random number which refers to a tetris piece case, created with another function for each piece.



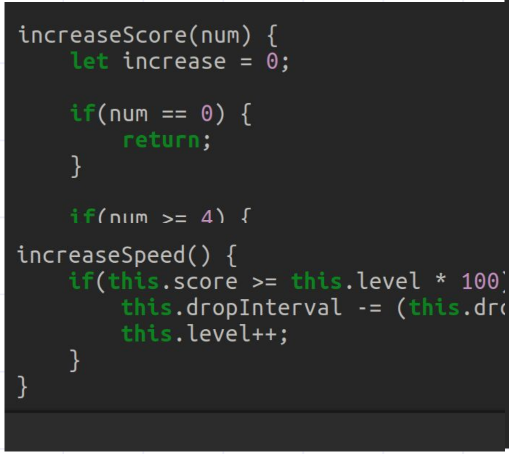
```
class PieceFactory
{
    createPiece() {
        const numPieces = 7;
        var pieceNum = Math.floor((Math.random() * numPieces) + 1);

        switch (pieceNum) {

            case 1:
                return createSquare();

            case 2:
                return createLong();

            case 3:
                return createZigR();

            case 4:
                return createZigL();

            case 5:
                return createTri();

            case 6:
                return createLL();

            case 7:
                return createLR();
            }
        }
}
```



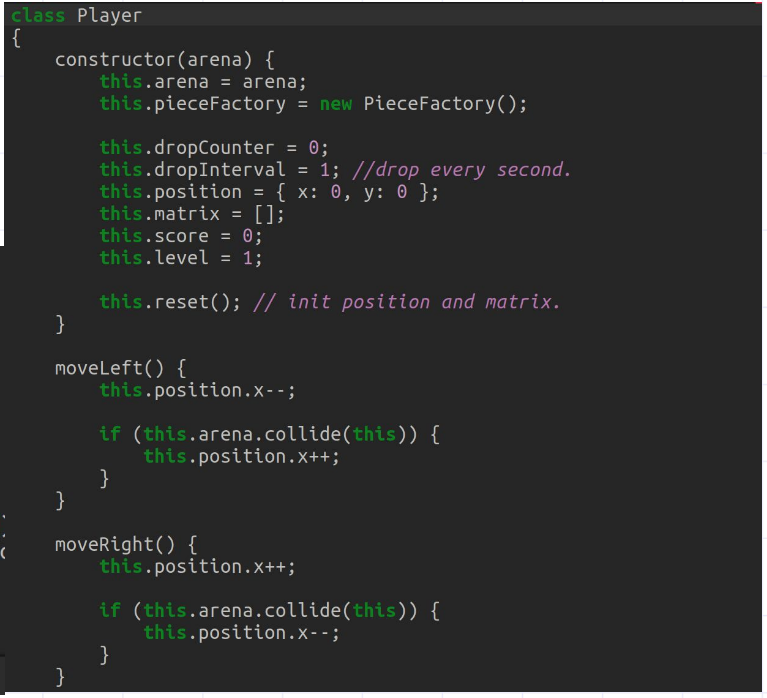
```
let createLong = function () {
        return [
                [0, 2, 0, 0],
                [0, 2, 0, 0],
                [0, 2, 0, 0],
                [0, 2, 0, 0]
        ];
}
```

JAVASCRIPT FUNCTIONS

Creates the controls for each player and associates them to the piece from the piece maker script. Also sets the score and speed/level for each player based on score.



```
increaseScore(num) {
    let increase = 0;

    if(num == 0) {
        return;
    }

    if(num >= 4) {
increaseSpeed() {
    if(this.score >= this.level * 100
        this.dropInterval -= (this.dr
        this.level++;
    }
}
```



```
class Player
{
    constructor(arena) {
        this.arena = arena;
        this.pieceFactory = new PieceFactory();

        this.dropCounter = 0;
        this.dropInterval = 1; //drop every second.
        this.position = { x: 0, y: 0 };
        this.matrix = [];
        this.score = 0;
        this.level = 1;

        this.reset(); // init position and matrix.
    }

    moveLeft() {
        this.position.x--;

        if (this.arena.collide(this)) {
            this.position.x++;
        }
    }

    moveRight() {
        this.position.x++;

        if (this.arena.collide(this)) {
            this.position.x--;
        }
    }
```

LIVE DEMO