tetris-javascript
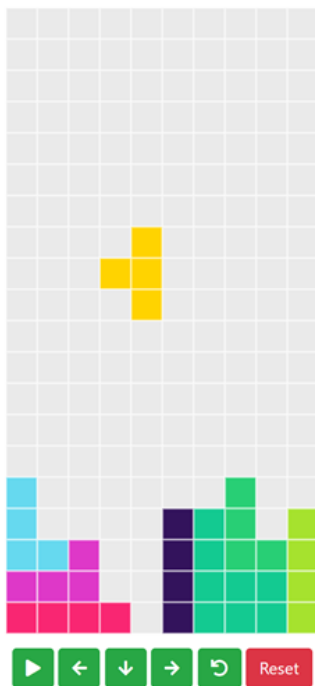
Tetris escrito con JavaScript. Se usa canvas para dibujar el tablero.

Tetris - By Parzibyte
Score: 0

By parzibyte

Tutorial: https://parzibyte.me/blog/2020/11/02/tetris-javascript-open-source/

Demo: https://parzibyte.github.io/tetris-javascript/

Documentación del estilo de código

Preferimos algo legible a algo "optimizado". Por ejemplo, en lugar de:

```
return !tablero[y][x].ocupado;
```

Se prefiere:

```
if (tablero[y][x].ocupado){
    return false
}else {
    return true;
}
```

Docs

Absolute point: A point with x and y that is absolute to the game board

Relative point: A point with inner x and y; for example, a point that conforms a figure

Files

script.js: just a legacy code file. It is not necessary at all, it's just to remember the early development of this port

tetris.js: the main file. It contains 3 classes. If you want, you can separate all of them; they are independent.

About

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