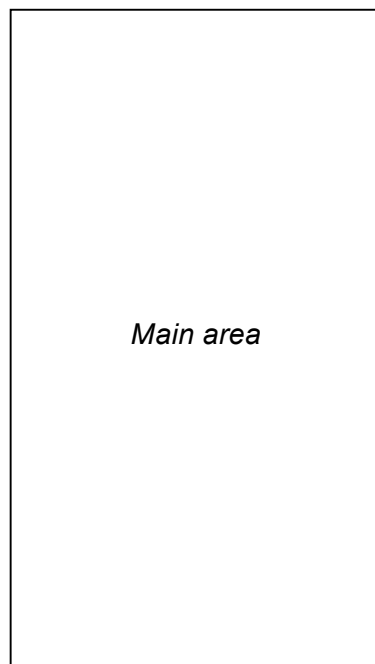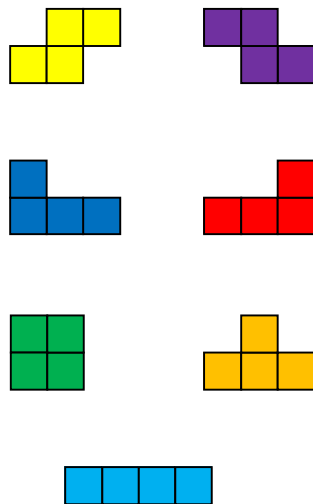# Assignment 2 - Algorithms for 2D Primitives (8%)

Due: 11:59pm, Sunday, 2 October 2016

Enhance your Tetris program (from your Assignment 1 submission) to include the following steps and functionality, in addition to the PAUSE and QUIT functions:

- Randomly select one of the 7 shapes as shown below to be displayed in the center at the top of "Main area" and randomly select a different shape to be displayed in "Next shape". The starting orientation of the shape can be fixed.
- The shape at the top of "Main area" moves down (falls) at a constant speed. Once the shape's lowest edge touches the bottom of "Main area" or the top edge of another shape, it stops moving and stays there.
- When the cursor is outside of "Main area", each click on the left mouse button moves the falling shape to the left by one square, and similarly, the right button moves the shape to the right by one square. A forward scroll of the mouse wheel will rotate the shape clockwise and a backward scroll will rotate the shape counter-clockwise. If the mouse cursor moves inside "Main area", the falling stops, i.e. a pause.

Put your Java source code in a ZIP file. Use your last name to name your ZIP file (e.g. zhang.zip for Kang Zhang's submission). Submit your ZIP file on eLearning before the due time. Late submissions should be submitted to the TA through email rather than through eLearning, and will be penalized with a 2% deduction for every 1-24 hour delay.