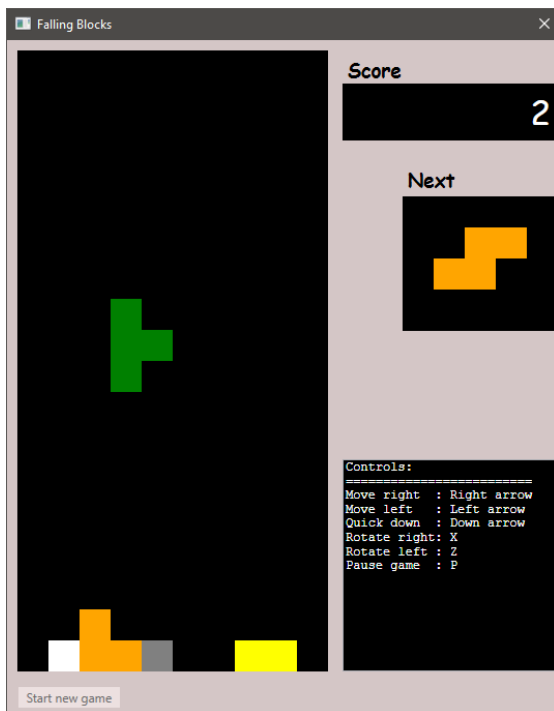


## Falling Blocks – a Tetris style of block game.



- The game is developed with C# / Visual Studio 2015
- Game is created on a WPF –form.
- Game board is a canvas control, 300 x 600 pixels in size
  - o Each block consists of 30 x 30 pixel squares
  - o Board size is thus 10 x 20 squares
- Game is animated and logic run with a BackgroundWorker –thread, which times the drawing of graphics and animation with a constant framerate (which is increased as the game progresses) at 900 ms and gradually speeds up to 150 ms.
- Animation and drawing is done in real-time (canvas is double buffered).
- Tetriminos are rotated around the center axis.
- Game logic is based on two-dimensional tables, which represent the game state. One table for the static –state (i.e. contains all non-moving tetriminos in the table), second one for a dynamic –state, which contains also the moving tetrimino. There is also a temporary table for handling the removal of full rows.

The size of the tables are 12 x 22, i.e. two elements wider and higher than the actual visible gameboard for handling the tetrimino rotation).