

OOP Final Project Outline: Tetris Clone

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What is tetris?

Tetris is a game where shapes known as tetrominoes slowly descend to make full horizontal lines. When these horizontal lines are full they are deleted and cause the tetrominoes above them to drop.

How will it be implemented in Java?

The tetrominoes will be a set of coordinates in a matrix array with the coordinates varying based on the shape. In OOP style this means every individual shape is based off of the more general tetromino.

The coordinates in the previously mentioned array will then shift as it descends the game board or when the shape is rotated clockwise/anti-clockwise.

(Pictures and explanation will go here once I do more of the code)

What tools will be used?

Swing

Java's swing package provides the necessary tools to ease the process of making a functioning GUI. It provides a wide array of tools such as buttons, text fields, and for my project it can also allow the program to more conveniently display tetrominoes.

References

Tetris wiki: <https://en.wikipedia.org/wiki/Tetris>

Java Swing tutorial: <https://www.javatpoint.com/java-swing>