

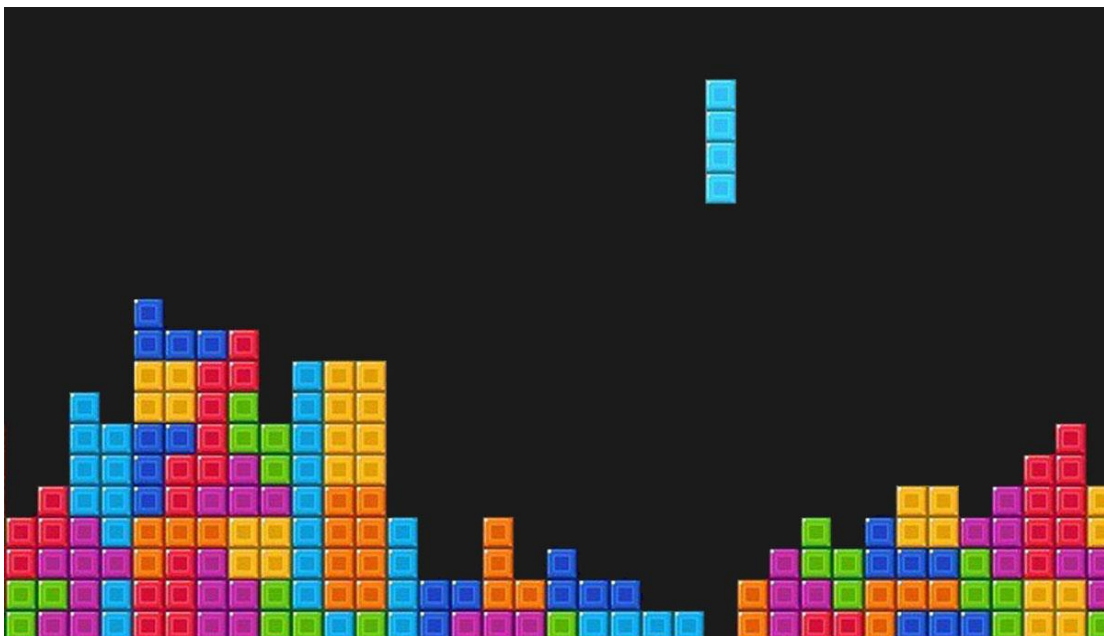
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COMP 204

Programming Studio

PROJECT 2

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Tetris-like Game

Introduction

In this project , I made a game Like tetris. There are some extra features.

When I compute this game I implemented all regtangels and shapes like matrixes. With using Shape class I implement seven matrixes for all game's shapes and in main controller a map matrix was used.

Because of I use matrixes motion of object is very easy for me. For every motion I checkif next step of object is overlapping with map matrix current location or not id it's not object can move. You can see in Controller class method→ IsItGo()

also Main class method →IsItGoLeft(), IsItGoRight(), rotate(int[][] arr)

As features, I added Unfair Mode to my game. To open this mode user must press “Tab” key than the object that was during down is stop and user can move it up, right, left and also rotate it, also with using mouse primery button can delete a rectange that is full on the other hand user can fill an emty rectangel with using secondery button on mouse.

When I compute this game I mainly encountered to reach a value a from diffrent class sometimes I solve this problem with using static values somethimes using loader of FxmlController. Also to rotate MxN matrix I had to research a bit.

References

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