TETRIS
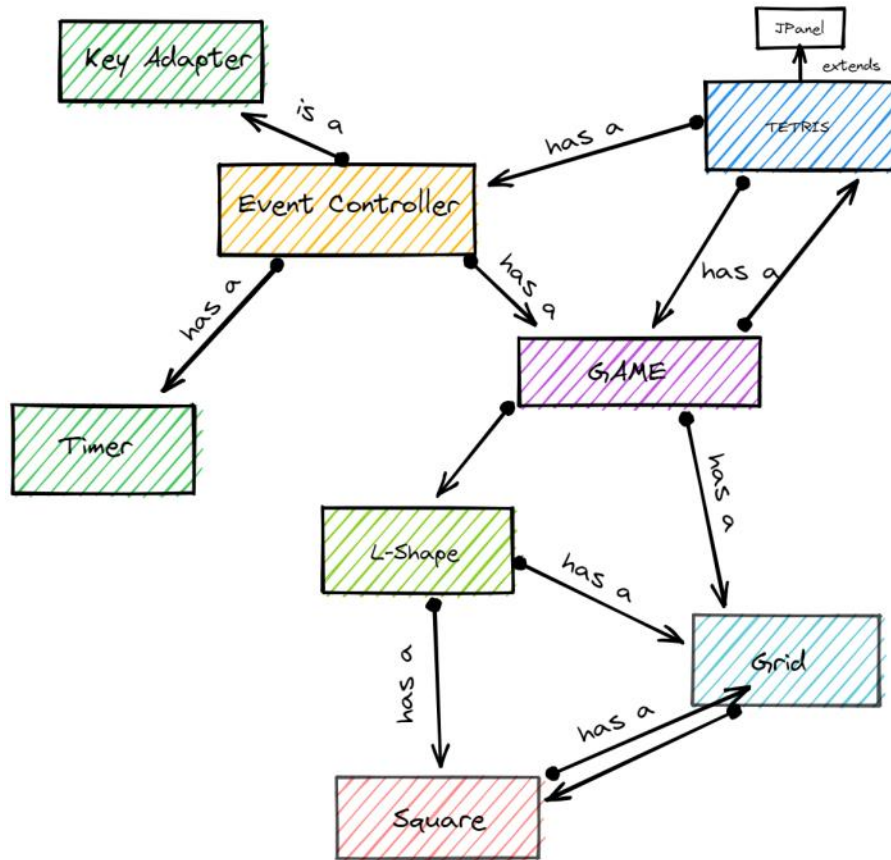
Saturday, October 8, 2022   6:45 PM

When a key is pressed, event controller uses its handleMove method to call the movePiece method from GAME. game.movePiece calls to LShape.move, which calls to Square.move which moves the piece

To implement the drop function when pressing down or space, first we added a new direction "DROP" to directions.java.
In Game.java, we added an IF statement to the movePiece method which uses a WHILE loop to move the piece downwards until piece.canMove returns FALSE.

We did not implement any JUnit tests, as neither of us were clear on how to write those.

We implemented all the functionalities required in the project. Left/Right motion, spawning a new piece, piece dropping and row clearing.