DOCUMENTATION

WHY HAVE YOU CHOSEN THIS PATHWAY?

For My final project, I have chosen the Game Tetris because I have never
really played Tetris before and it was also important for me to focus on the
design and not the game mechanics itself. I wanted to program something I
thought wouldnt get boring thAt quickly when I have to play it a lot.

The first step was to think of how I would program the game and then be-
come an idea of how others programmed it. I structured the game in game-
Objects.js, the main game mechanics, and the input handling. When the basic
functions worked, I thought about how I wanted the design to be and tried out
a few options until I decided I wanted to try pixel art. After that, I implemented
secondary game functions such as the start button, play-pause Button, the
gameover screen and some additional animations.

WHAT HAVE BEEN THE DIFFICULTIES
DURING DEVELOPMENT?

For a long time, I struggled with how the design should look because I didnt
like my first draft. When I finally came up with the Gameboy idea I was satis-
fied because, in my opinion, the retro pixel-art style was fitting for the game
from the s. I structured the design with many PNG and GIF files that lay on
top of each other. For this, I worked a lot with the position property.

Another big struggle was linking the javascript files in the right order so no
objects were missing. I solved it by putting the gameObjects.js first and de-
claring the needed variables.

Furthermore, it took me some time to understand how to manipulate the CSS
effectively and create a grid to move the Tetrominos. For me, it seemed the
most comfortable choice to use display: grid.

It was important for me to make the whole design responsive, which is why I
made everything dependent on the viewport height to make everything scal-
able.