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## CMPE 160 PROJECT 2

**Project Report**

In this project I have used “Shapes” class to create 7 shapes of the Tetris. To do this, I benefit from enumeration type since my shapes will be constant and be used many times. For this purpose, I used 3 dimensional Boolean array from which created by number of columns, rows and rotations.

The main logic of the game is in “TetrisGame” class which implements Animatable. There are many methods that handle the logic. After that in “Tetris” class I have created my Tetris game panel and game board. Also I implemented KeyListener class to handle human’s response. I have used Up and Down arrows to rotate the shape. Right and Left arrows are used to move the shape. Space is used to accelerate the shape downwards. P is used to pause and continue the game as expected.

Although I have searched and thought on AI, time I have spent, I couldn’t make it worked. I construct a very basic algorithm for it but eventually I couldn’t find a way to run the AI. For this purpose I created “TetrisAI” and “TetrisGameAI” similar to Tetris and TetrisGame. Also “TetrisGameAI” is a subclass of “TetrisGame” which contains 2 constructors, one for AI, also. But, since I couldn’t run AI I haven’t seen how my algorithm was.