2006ICT / 2805ICT / 3815ICT Object Oriented Software Development

Assignment Specification: Milestone 1

Assignment Title: Tetris Game Development (or Approved Alternative System) Submission: Milestone 1

Due Date: End of Friday of Week 5 (22/08/2025) Objective

The primary objective of this assignment is to utilize Object-Oriented Software Development principles and the Java programming language to develop a system that demonstrates good design and implementation practices. By default, students are expected to develop an enhanced version of the classic Tetris game.

However, if a group prefers to develop an alternative system, the following conditions apply:

* The group must submit a proposal that clearly describes the alternative system.
* The proposal must demonstrate that the systemʼs complexity and difficulty level are comparable to the Tetris game.
* The proposal must identify and map specific features of the alternative system to the expected functions (features) of the Tetris game.
* The proposal must be submitted to both the lab tutor and the course convenor by the end of Week 2.
* The proposal requires formal approval from the lab tutor and course convenor before the group can proceed with the alternative system.

Background

Tetris is a classic puzzle video game originally designed and programmed by Alexey Pajitnov in 1984. The game involves players manipulating tetrominoes, shapes composed of four square blocks each, which descend onto a playing field. The goal is to fit these shapes into complete rows, which then disappear, earning points for the player. The game ends when the tetrominoes stack up to the top of the playing field and no more shapes can enter.

General Functions

To understand the general requirements, please study the provided demo video for milestone one. This will give you a comprehensive understanding of the gameplay mechanics, user interface, and features required for your implementation.

Submission

The submission for this milestone is a Word or PDF document based on the template provided on the course website. The document must include the following:

. GitHub Project Link:

* + Provide the link to your GitHub project repository.
  + Ensure that you have invited your lab teacher to your project so they can access it. You can ask your lab teacher for their GitHub ID in your lab session.

. Demo Video Link:

* + Include a link to a video that demonstrates your game or approved alternative system.
  + Detailed instructions for the video will be provided later in this specification.

Note: Each group only needs to make one submission. A student (preferably the team leader) should submit the document on behalf of the entire group.

Overall Marking Criteria

The assignment will be assessed based on the components and points outlined below. This provides a clear overview of how marks are distributed across different sections of the project:

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Bailey Reeves

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Group

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| # | Section | Title | Points |
| 1 | Project Management | [Project Planning](#Project_Planning) | 5 |
| 2 | Project Management | [Peer Review](#Peer_Review) | 5 |
| 3 | Requirement Analysis | [Functional Requirements (FR)](#FR) | 5 |
| 4 | Requirement Analysis | [Non-Functional Requirements (NFR)](#NFR) | 5 |
| 5 | Requirement Analysis | [Use Case Diagram](#Use_Case) | 5 |
| 6 | Requirement Analysis | [Activity Diagram](#Activity_Diagram) | 5 |
| 7 | Implementation | [GitHub](#GitHub) | 5 |
| 8 | Implementation | [GitHub Advanced](#GitHub_Advanced) | 5 |
| 9 | Implementation | [File Structure](#File_Structure) | 5 |
| 10 | Implementation | [Coding](#Coding) | 10 |
| 11 | Demonstration | [Video Quality](#Video_Quality) | 5 |
| 12 | Demonstration | [Splash Window](#Splash_Window) | 5 |
| 13 | Demonstration | [Main Screen](#Main_Screen) | 5 |
| 14 | Demonstration | [Configuration Screen](#Config_Screen) | 5 |
| 15 | Demonstration | [High Score Screen](#High_Score_Screen) | 5 |
| 16 | Demonstration | [Game Play](#Game_Play) | 5 |
| 17 | Demonstration | [Erase Full Rows](#Erase) | 5 |
| 18 | Demonstration | [Pause Function](#Pause) | 5 |
| 19 | Demonstration | [Exit Function](#Exit) | 5 |

Total: 100 points

Detailed Marking Criteria

The following sections provide detailed descriptions and requirements for each of the above components. Project Management

Project Planning (5 points)

* Provide a clear and organized project plan using the template provided on the course website.
* The plan should define the major tasks, assign responsibilities to group members, estimate time for each task, and track actual time spent.
* Include a summary of group meetings and the tools used for communication and project management.

Peer Review (5 points)

* Complete the peer review process using the provided template.
* Each member must submit a self-review and reviews of all other group members, providing fair and constructive assessments.
* Include a summary of peer review findings in the submission.

👉 Note: Individual student marks may be adjusted based on the details provided in the project management. The adjustment method will be outlined in the template provided.

Requirement Analysis

Functional Requirements (FR) (5 points)

* Provide a list of functional requirements that correspond only to the features demonstrated in the Milestone 1 demo video.
* Each functional requirement should include a unique ID, a clear description, and follow the precondition-event-postcondition pattern.
* Requirements must be complete, consistent, unambiguous, and testable.

Non-Functional Requirements (NFR) (5 points)

* Provide at least one non-functional requirement for each of the URPS categories (Usability, Reliability, Performance, Supportability) in the FURPS+ model.
* Each NFR must have a unique ID, be testable, and clearly indicate its category.

Use Case Diagram (5 points)

* Create a use case diagram based on your functional requirements.
* The diagram must use correct UML notation and describe services provided to the user without implementation details.

Activity Diagram (5 points)

* Draw an activity diagram showing the flow from starting a new game to ending a game.
* The diagram must follow UML notation and include key activities (e.g., play game, pause, game over).
* There is no need to include configuration or high score updates in this diagram.

Implementation

GitHub (5 points)

* Provide the GitHub repository link along with a clear screenshot of the commit history.
* It is not necessary to include all commits, but include enough to demonstrate good version control practices. The total length of the screenshot should not exceed one page.
* Marks may be deducted for issues such as an insufficient number of commits, unclear or poor commit messages, or commits that are heavily clustered within a short time frame.

GitHub Advanced (5 points)

* Demonstrate the use of GitHub features, including pull requests, code reviews, and tags.
* Provide supporting screenshots as evidence. It is not necessary to include screenshots for every pull request or code review discussion, but include a representative selection to demonstrate that your group actively engaged in these activities.
* The total length of screenshots in this section should not exceed two pages.
* All group members must contribute to the use of GitHub and collaborative development.

File Structure (5 points)

* Provide a screenshot of your GitHub repository file structure.
* The structure must follow the standard IntelliJ project layout with Maven build.
* Ensure no nested projects (i.e., no project directory inside another project).

1 Coding (10 points)

* Provide code snippets (via screenshots) demonstrating your use of:
  + JavaFX
  + Enhanced for loops
  + Enhanced switch statements or expressions
  + Interfaces
  + Abstract classes
  + Java Record types
* Snippets must come from your actual project code, not from external examples.
* For each code snippet, please provide a short paragraph explaining its purpose and functionality.

Demonstration

👉 The marking criteria in the Demonstration section will be assessed entirely based on your submitted video. Please note that you only need to provide the video link in your submission document — there is no need to upload the video file itself. You may host your video on a public platform such as YouTube. If anything in this section is unclear, please refer to the Milestone 1 demo video provided on the course website.

1 Video Quality (5 points)

* Submit a video (max 7 minutes) demonstrating your system.
* The video must be clear, narrated, and show all required features.

1 Splash Window (5 points)

* Show a splash window at startup with your group identity, course code, and other relevant information.
* The splash window should be centered and displayed for a few seconds.

1 Main Screen (5 points)

* Demonstrate the main screen containing at least Play, Configuration, High Scores, and Exit buttons.

1 Configuration Screen (5 points)

* Show a functional configuration screen with settings for field size, level, music, sound effects, AI play, and extended mode.
* The configuration controls should be fully interactive—for example, checkboxes should toggle selection when clicked, and sliders should display the current selected value as they are adjusted.
* There is no need to connect the configuration settings to gameplay functionality at Milestone One.
* A Back button must return to the main screen.

1 High Score Screen (5 points)

* Display a high score screen showing the top 10 scores.
* Using dummy data is acceptable, and it is not required to connect the scores with actual gameplay results at Milestone One.
* Include a Back button to return to the main screen.

1 Game Play (5 points)

* Demonstrate the game field (10x20), smooth tetromino movement, and basic controls (arrows for move/rotate).

1 Erase Full Rows (5 points)

* Show correct detection and erasure of full rows, including multiple-row erasure and proper color maintenance.

1 Pause Function (5 points)

* Show the game pausing/resuming with the P key, and display an appropriate paused message.

1 Exit Function (5 points)

* Show the Exit button confirmation dialog with working Yes (exit program) and No (return to main screen) options.

Penalties

Unprofessional documentation

* Submissions with poor or inconsistent layout, spelling or grammatical errors, overly small fonts, or low-resolution images may incur a penalty of up to 10 points.

Late submission

* Late submissions will receive a penalty in accordance with the University's late submission policy.

Lab progress checks

* From the second lab session (Week 3), each groupʼs progress will be checked by the lab teacher during the lab.
* The team leader or a designated group representative must report the groupʼs progress and any issues to the lab teacher.
* If no group members can attend the lab for any reason, they must contact the lab teacher before the session to arrange an alternative check or submit their progress and issues in writing.
* Groups should use this opportunity to clarify any unclear aspects of the assignment or lab tasks, and may seek help if needed. It is encouraged that students first discuss issues within their group before escalating to the lab teacher or course convenor.
* If issues cannot be resolved by the lab teacher, they will be forwarded to the course convenor.
* Penalty: Failing to attend a lab progress check will result in a 5-point deduction for the assignment:
  + Week 3, 4, 5 checks: deducted from Milestone 1
  + Week 6–11 checks: deducted from the final submission

Access issues

* Please ensure that your lab teacher can access your GitHub repository and demonstration video. If either is not accessible, you will receive zero for the relevant marking items.