

# Tetris - Basic Implementation Practice for Android

deepwaterooo

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## 1 Debugging, Better version is on the way...

- Recently sick, and last night got very bad sleep for about 4 hours (6am - 10am), not in very good condition now.
- Because used SurfaceView threading, the game is much more smoother than the previous version, ideas are pretty straight forward, but still debugging...
- Android threading is something that I have barely tried before, but I will work on this one this time, hopefully will make this TTetris a fully functional game for major functionality.
- Debugging, and production is on the way.

## 2 其它类似游戏参考

### 2.1 iTetris 俄罗斯方块

这是一款针对手机触屏的经典俄罗斯方块，可以选择传统及酷炫模式，用户可根据各自喜好自定义游戏背景。人性化的操作体验，让您重温儿时经典。

该款游戏特征：

1. 尽量大的利用屏幕空间显示游戏，加大了游戏的可玩性
2. 支持触屏手势，同时支持虚拟按键

- . 虚拟方向键盘初始化在右上角，用户可长按按键盘中心提起按键盘，拖动到自己任意觉得顺手的地方
- . 长按游戏空间任何地方可以隐藏、显示方向键盘
- . 长按虚拟键盘中左中下键将发送连续按键信息，达到加速效果
- . 触摸游戏规则：点击屏幕改变方块形状；左右滑动改变方块左右位置，位置改变幅度与手指滑动速度与幅度有关，例如幅度较小滑动，方块将运行一格的位置，稍大滑动将运行两格位置，等等。向下加速也是这样。

3. 支持自定义游戏背景，如果有好的背景图片，用户可自行进入“菜单 -游戏背景”里选择图片进行设置

### 3 手势定义

## 4 References

## 4.1 gestures

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