

Tetris - Basic Implementation Practice for Android

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1 Debugging, Better version

1.1 TODO:

- apply MotionEvent queue, use either SurfaceView with multiple threads (if possible) or GLSurfaceView.
- apply sound effects to make the game more fun.
- The above 2, either one goes first.
- One more "Hold" choice besides the Next Rect for peek, less priority.
- Noticed more bugs, but I am currently focusing on make the game super.
- Fixed minor mindless codes when I coded with headache.
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- Fixed all the noticed carelessly-produced flying bugsss.... A basic game is in good shape now, will work on "polish" for viewing, sounds, efficiency during following days when I have time.
- Has good chance/potential to make it a great game with Event Queue for motion events.
- 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

- 虚拟方向按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、显示方向按键盘
- 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 SurfaceView

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4.2 gestures

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