TETRIS Game RUBRIC DUE DATE : DEC 17

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| --- | --- | --- | --- |
| **Description** | **Self** | **marks** | **Teach** |
| **KNOWLEDGE** | | | |
| the game field is drawn (frame, or/and grid/borders) on the game window | **2** | **2** |  |
| left and right walls are correctly created and limit horisontal movement of shapes | **2** | **2** |  |
| floor is correctly created and stops the shapes | **2** | **2** |  |
| the walls and the floor are not shown on the screen | **1** | **1** |  |
| conflicts between rotating shape and the adjacent border are detected and processed | **4** | **4** |  |
| current shape appears at the top/middle of the game field | **1** | **1** |  |
| the game keeps a score and displays it | **2** | **2** |  |
| the game is over when the current tetrominoe collides at the top | **1** | **1** |  |
| the game displays a background picture but not just black screen | **1** | **1** |  |
| **THINKING** | | | |
| current tetrominoe moves down by itself and stops when it hits an obstacle | **4** | **4** |  |
| current tetrominoe moves down repeatedly when down key is held pressed |  | **1** |  |
| conflicts between rotating shape and obstacles are detected and handled properly | **4** | **4** |  |
| when clearing lines, points are assigned to the score | **1** | **1** |  |
| the scoring system follows the scheme: 100 for clearing a single line; 800 for clearing four lines simultaneously (Tetris); 1200 for back-to-back Tetris | **4** | **4** |  |
| the game implements level system based on the score and displays current level | **3** | **3** |  |
| speed of falling changes when score/level changes – every 500 points | **2** | **2** |  |
| running time is shown on the screen | **2** | **2** |  |
| next shape is shown on the screen | **4** | **4** |  |
| local instance variables and methods are protected/hidden | **1** | **1** |  |
| **APPLICATION** | | | |
| sounds are played when dropping a shape and when clearing a line –landing, line clear, tetris, double tetris, game over | **2** | **2** |  |
| pictures are used to draw the blocks (not just coloured squares) - extra feature |  | **2** |  |
| Extra Feature (**consider also adding music and other features). NOTE: One more extra feature will be considered as a bonus. – additional features listed below** | **4** | **4** |  |
| Animation is smooth and at a good speed | **2** | **2** |  |
| The game is complete and works as per the assignment; The player can't crash it | **1** | **1** |  |
| The game is completed on time and submitted with the self-assessment completed | **2** | **2** |  |
| **COMMUNICATION** | | | |
| All variable names and function names are descriptive and start with lower case letters | **3** | **3** |  |
| Program is well formated - separating the main program rom the functions leave spaces for easy readability; | **3** | **3** |  |
| Clear and understandable comments that elaborate and explain the logic of the command | **3** | **3** |  |

**Comments: Some extra features I included were: music, shadow, hold, intro and game over screens Hope you enjoy**