

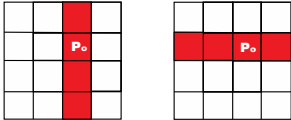
# Tetris Lab Peer Review

Name \_\_\_\_\_

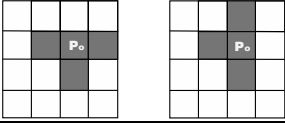
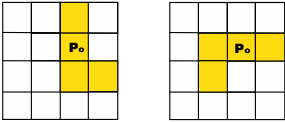
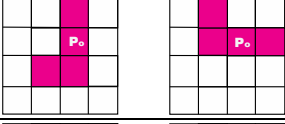
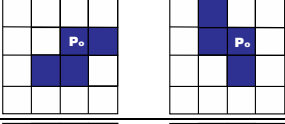
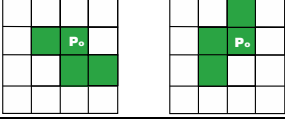
Total \_\_\_\_\_ / 200

Date \_\_\_\_\_ Period \_\_\_\_\_ Peer Reviewer's Name \_\_\_\_\_

Sign off by the Peer Reviewer \_\_\_\_\_ Date \_\_\_\_\_

Task	Peer QA's Checklist	Specific Details to Check
<b>GridMonster</b>	<input type="checkbox"/> Correct	GridMonster outputs a smiley face
<b>main method</b>	<input type="checkbox"/> Correct	Has a main method that launches the game. May be in Tetris or in a separate client class of Tetris.
<b>Tetris's constructor</b>	<input type="checkbox"/> Correct	Constructor does not call the play method.
<b>Tetris's play method</b>	<input type="checkbox"/> Correct	The play method is not recursive.
<b>Tetris Documentation</b>	<input type="checkbox"/> Correct	Check that the documentation for Tetris is clear, complete yet concise, and easy to understand, specifically the documentation for: <ul style="list-style-type: none"> <li><input type="checkbox"/> Class</li> <li><input type="checkbox"/> Constructor</li> <li><input type="checkbox"/> upPressed</li> <li><input type="checkbox"/> downPressed</li> <li><input type="checkbox"/> leftPressed</li> <li><input type="checkbox"/> rightPressed</li> <li><input type="checkbox"/> spacePressed</li> <li><input type="checkbox"/> isCompletedRow</li> <li><input type="checkbox"/> clearRow</li> <li><input type="checkbox"/> clearCompletedRow</li> <li><input type="checkbox"/> play</li> </ul>
<b>Tetrad Documentation</b>	<input type="checkbox"/> Correct	Check that the documentation for Tetrad is clear, complete yet concise, and easy to understand, specifically the documentation for: <ul style="list-style-type: none"> <li><input type="checkbox"/> Class</li> <li><input type="checkbox"/> Constructor</li> <li><input type="checkbox"/> addToLocation</li> <li><input type="checkbox"/> removeBlocks</li> <li><input type="checkbox"/> areEmpty</li> <li><input type="checkbox"/> translate</li> <li><input type="checkbox"/> rotate</li> </ul>
<b>Checkstyle</b>	<input type="checkbox"/> Correct	Checkstyle passes.
<b>Tetrad Creation</b>	<input type="checkbox"/> Correct	Tetrad created as per specification and generated randomly. The tetrad must appear at the top row – not one row down.
<b>Arrow keys work correctly</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Down</li> <li><input type="checkbox"/> Left</li> <li><input type="checkbox"/> Right</li> <li><input type="checkbox"/> Space (hard drop)</li> </ul>	<input type="checkbox"/> Correct	<ul style="list-style-type: none"> <li><input type="checkbox"/> Check that on pressing down arrow, the tetrad drops more rapidly.</li> <li><input type="checkbox"/> Check that on pressing the space key, the tetrad drops to the bottom.</li> <li><input type="checkbox"/> Specifically check at the far left and right boundaries of the grid.</li> </ul>
<b>I Letter</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Consistent red color</li> <li><input type="checkbox"/> On pressing the up arrow, it rotates correctly around a mid-block</li> </ul>	<input type="checkbox"/> Correct	

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<b>T Letter</b> <input type="checkbox"/> Consistent gray color <input type="checkbox"/> Rotates correctly around the mid-block	<input type="checkbox"/> Correct	
<b>O Letter</b> <input type="checkbox"/> Consistent cyan color	<input type="checkbox"/> Correct	Does not rotate.
<b>L Letter</b> <input type="checkbox"/> Consistent yellow color <input type="checkbox"/> Rotates correctly around a mid-block	<input type="checkbox"/> Correct	
<b>J Letter</b> <input type="checkbox"/> Consistent magenta color <input type="checkbox"/> Rotates correctly around a mid-block	<input type="checkbox"/> Correct	
<b>S Letter</b> <input type="checkbox"/> Consistent blue color <input type="checkbox"/> Rotates correctly around a mid-block	<input type="checkbox"/> Correct	
<b>Z Letter</b> <input type="checkbox"/> Consistent green color <input type="checkbox"/> Rotates correctly around a mid-block	<input type="checkbox"/> Correct	
<b>Clear Row</b>	<input type="checkbox"/> Correct	Clears a row and blocks above it fall correctly to take the place of the blocks removed.
<b>Clear Rows</b>	<input type="checkbox"/> Correct  <input type="checkbox"/> Correct	Clears multiple rows leaving gap rows underneath intact. Make sure to check for gaps in rows underneath completely filled out ones.  Clears four rows at a time. Tester must temporarily change the tetrad's shape to the I shape - most likely by setting the random number to zero - so clearing four rows at a time can be done. Tester must return the selection of the next shape to be random.
<p><b>The above tasks must be correctly done to earn at least a 96% in APCS A and 90% in APCS DS.</b></p> <p><b>The Tetris Lab document has additional options listed. APCS A students must complete at least two additional options to earn 100%.</b></p> <p><b>The following two options are required for APCS DS.</b></p>		
<b>Game End</b>	<input type="checkbox"/> Correct	Ends game in a clean way, which does not include an infinite stacking of tetrads.
<b>Score and Display</b>	<input type="checkbox"/> Correct	Keeps track of # of rows cleared and displays a score and gridlines on the BlockDisplay class.
<p><b>APCS DS must do at least three more of the bolded additional options to earn 100%.</b></p>		
<b>Additional option #1</b>	<input type="checkbox"/> Correct	The author describes the additional option below:
<b>Additional option #2</b>	<input type="checkbox"/> Correct	The author describes the additional option below:
<b>Additional option #3</b>	<input type="checkbox"/> Correct	The author describes the additional option below:
<b>Additional option #4</b>	<input type="checkbox"/> Correct	The author describes the additional option below: