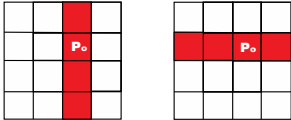# Tetris Lab Peer Review

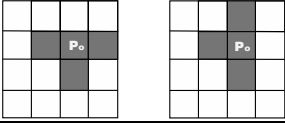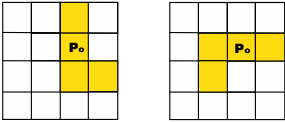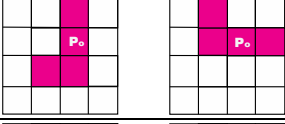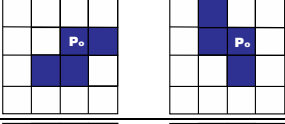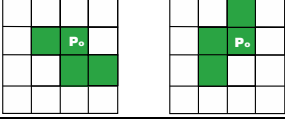**Name** _____   **Total** _____ **/ 200**

Date _____   **Period** _____   **Peer Reviewer's Name** _____

Sign off by the Peer Reviewer _____   **Date** _____

Task	Peer QA's Checklist	Specific Details to Check
GridMonster	☐ Correct	`GridMonster` outputs a smiley face
main method	☐ Correct	Has a `main` method that launches the game. May be in `Tetris` or in a separate client class of `Tetris`.
Tetris's constructor	☐ Correct	Constructor does not call the `play` method.
Tetris's play method	☐ Correct	The `play` method is not recursive.
Tetris Documentation	☐ Correct	Check that the documentation for Tetris is clear, complete yet concise, and easy to understand, specifically the documentation for: ☐ Class ☐ Constructor ☐ `upPressed` ☐ `downPressed` ☐ `leftPressed` ☐ `rightPressed` ☐ `spacePressed` ☐ `isCompletedRow` ☐ `clearRow` ☐ `clearCompletedRow` ☐ `play`
Tetrad Documentation	☐ Correct	Check that the documentation for Tetrad is clear, complete yet concise, and easy to understand, specifically the documentation for: ☐ Class ☐ Constructor ☐ `addToLocation` ☐ `removeBlocks` ☐ `areEmpty` ☐ `translate` ☐ `rotate`
Checkstyle	☐ Correct	Checkstyle passes.
Tetrad Creation	☐ Correct	Tetrad created as per specification and generated randomly. The tetrad must appear at the top row – not one row down.
Arrow keys work correctly ☐ Down ☐ Left ☐ Right ☐ Space (hard drop)	☐ Correct	☐ Check that on pressing down arrow, the tetrad drops more rapidly. ☐ Check that on pressing the space key, the tetrad drops to the bottom. ☐ Specifically check at the far left and right boundaries of the grid.
I Letter ☐ Consistent red color ☐ On pressing the up arrow, it rotates correctly around a mid-block	☐ Correct	

Tetris Lab Peer Review

T Letter ☐ Consistent gray color ☐ Rotates correctly around the mid-block	☐ Correct	
O Letter ☐ Consistent cyan color	☐ Correct	Does not rotate.
L Letter ☐ Consistent yellow color ☐ Rotates correctly around a mid-block	☐ Correct	
J Letter ☐ Consistent magenta color ☐ Rotates correctly around a mid-block	☐ Correct	
S Letter ☐ Consistent blue color ☐ Rotates correctly around a mid-block	☐ Correct	
Z Letter ☐ Consistent green color ☐ Rotates correctly around a mid-block	☐ Correct	
Clear Row	☐ Correct	Clears a row and blocks above it fall correctly to take the place of the blocks removed.
Clear Rows	☐ Correct ☐ 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.

The <u>above tasks</u> must be correctly done to earn at least a 96% in APCS A and 90% in APCS DS.

The Tetris Lab document has additional options listed. APCS A students must complete at least two additional options to earn 100%.

The following two options are required for APCS DS.

Game End	☐ Correct	Ends game in a clean way, which does not include an infinite stacking of tetrads.
Score and Display	☐ Correct	Keeps track of # of rows cleared and displays a score and gridlines on the `BlockDisplay` class.

APCS DS must do at least three more of the bolded additional options to earn 100%.

Additional option #1	☐ Correct	The author describes the additional option below:
Additional option #2	☐ Correct	The author describes the additional option below:
Additional option #3	☐ Correct	The author describes the additional option below:
Additional option #4	☐ Correct	The author describes the additional option below: