Tetris: The Final Bits

Details: Drop Piece

To drop a piece, move it down until it cannot move down.

Details: Scoring

When a row is removed, the score should be updated. The simplest option is to assign a fixed number of points to each row removed. If you want to implement a slightly more advanced version you can have system for higher increases in cases where multiple rows are removed in the same check.

You will need to store a field/instance variable that records the current score, probably in the TetrisGame. When a row is detected in the board, the score should be incremented by the correct number of points, and the message on the screen should update to display the current total score.

Details: Game end

If the piece cannot move down when it is first created, the game ends. No new piece should be generated, and a special game end message should be shown. All of the key presses should be disabled, so that your game does not crash. The easiest way to do this is probably to either set a boolean "gameOver" to true and check it before executing any of the methods in the game, though you can also disable the key events if you prefer.

Details: Piece Start Location

You may want to move your piece start location to a negative y-coordinate, so that the piece starts above the visible portion of the screen. If so, you will need to be sure that your code that checks for occupied squares can handle negative y-coordinates (which may not be included in your board's TetrisSquares data structure).