



# Formal Modeling of a Tetris Game

Mestrado Integrado em Engenharia Informática e  
Computação

Métodos Formais em Engenharia de Software

**Grupo 1 Turma 4MIEIC02**

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# 1 Informal system description and list of requirements

## 1.1 Informal system description

Tetris game it's a puzzle game and one of the most recognizable and influential video game brands in the world. It's no wonder why there are hundreds of millions of Tetris products being played, worn, and enjoyed by fans in their everyday lives. The game was born in 1984 and it's living proof of a game that have truly transcended the barriers of culture and language.

A meritorious reference to Alexey Pajitnov because he his the person who developed this popular game. He is a russian video game designer and computer engineer and in his spare time, he drew inspiration from his favorite puzzle board game, pentominoes, and decided to create a computer game for himself. Pajitnov envisioned an electronic game that let players arrange puzzle pieces in real time as they fell from the top of the playing field. The resulting design was a game that used seven distinctive geometric playing pieces (appendixC), each made up of four squares. Pajitnov called this game "Tetris," a combination of "tetra" (the Greek word meaning "four") and "tennis" (his favorite sport).

The rules to play the game are very simple. Tetris game requires players to strategically rotate and drop a chaining of tetrominoes that fall into the rectangular board at increasing speeds. Players attempt to clear as many lines as possible by completing horizontal rows of blocks without empty space, but if the tetrominoes surpass the skyline(top of the board) the game is over! Speed and consequent level advance can make the game ally to strategy more enthusiastic. Formal details about other rules are presented in appendixB.

put a game image here

## 1.2 List of requirements

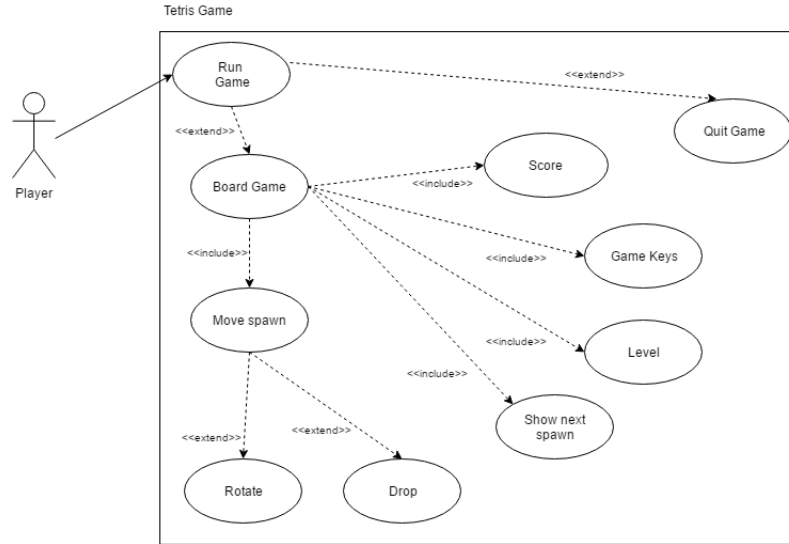
<b>Id</b>	<b>Priority</b>	<b>Description</b>
R1	Mandatory	The player can view his score and level
R2	Mandatory	The game allows two movements - rotation and drop
R3	Opcional	The player should be able to leave the game when he wants
R4	Mandatory	The player has access to a footnote where are the rules to play the game
R5	Mandatory	The spawns appears in a random order to be played
R6	Mandatory	When a row(s) is(are) full of blocks it(they) must be cleared
R7	Mandatory	If tetraminoes surpass the skyline the game is over
R8	Opcional	Time to time the level advance one degree and the game became more difficult
R9	Mandatory	Each tetromino is formed by four squares named minos by us
R10	Mandatory	The player has access to his score and actual level where he is

These requirements are directly translated onto use cases as shown next.

## 2 Visual UML model

### 2.1 Use case model

In all use cases we've made an assumption that all keyboard game keys are functioning properly.



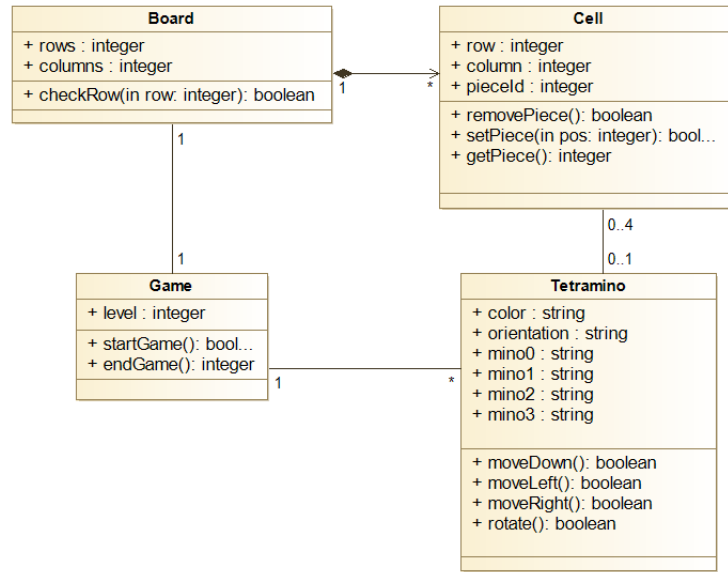
The main use cases are described below:

Scenario	Configure Game
Description	The user can write his nickname and difficulty level
Pre-conditions	The game is in the configuration menu
Post-conditions	The player became associated with that nickname and game with difficulty level
Steps	(none)
Exceptions	(none)

Scenario	Rotation Movement
Description	Rotate a tetromino when is falling
Pre-conditions	Tetromino must not be frozen in place
Post-conditions	Tetromino position has changed
Steps	The player must click on a key that allows rotation
Exceptions	Tetromino type O doesn't have other form when try rotation; when, simultaneously, try to rotate and the spawn reached one final position; the stack of tetrominoes reached the penult line of the board

<b>Scenario</b>	<b>Drop Movement</b>
<b>Description</b>	Accelerates the tetromino falling and position it as it was before reach the final position
<b>Pre-conditions</b>	Tetromino must not be frozen in place
<b>Post-conditions</b>	Tetromino position has changed
<b>Steps</b>	The player must click on a key that allows falling spawn
<b>Exceptions</b>	(none)

## 2.2 Class model



Class	Description
Game	Core model; defines the state variables and operations available to the players
Board	Defines a game environment for playing and where each piece of tetraminoes can stay
Tetromino	Defines one general piece to play with
TetrominoI/J/L/O/S/T/Z	Defines one specific piece and is a subclass of Tetromino
TestCaseExtra	Superclass for test classes; defines assertEquals and assertTrue
TestTetris	Defines the test/usage scenarios and test cases for the tetris game

Table 1: Description of each class

## 3 Formal VDM++ model

### 3.1 Class Game

```

1  class Game
    types
5  public String = seq of char;

```

```

instance variables

10  private board : Board;
    private tetramino : Tetramino;
    private gameOver : bool := false;
    private score : nat := 0;
    private lines : nat := 0;
15  private level : nat1 := 1;
    private lineScores : seq of nat := [100, 300, 400,
        800];

operations

20  public Game : () ==> Game
    Game() ==
        board := new Board(); -- startGame

25  public getBoard : () ==> Board
    getBoard() ==
        return board;

    public setGameOver : () ==> ()
30  setGameOver() ==
        gameOver := true;

    public getGameOver : () ==> bool
    getGameOver() ==
35  return gameOver;

    public newTetramino : nat1 ==> ()
    newTetramino(id) == (
        cases id:
40  1 -> tetramino := new TetraminoI(self),
        2 -> tetramino := new TetraminoJ(self),
        3 -> tetramino := new TetraminoL(self),
        4 -> tetramino := new TetraminoO(self),
        5 -> tetramino := new TetraminoS(self),
45  6 -> tetramino := new TetraminoT(self),
        7 -> tetramino := new TetraminoZ(self)
    end;
    );

50  public newRandomTetramino : () ==> ()
    newRandomTetramino() ==
        newTetramino(MATH.rand(7) + 1);

    private incScore : nat ==> ()
55  incScore(inc) ==
        score := score + inc;

    public down : () ==> bool
    down() ==
60  return tetramino.moveDown(board);

    public left : () ==> bool
    left() ==
        return tetramino.moveLeft(board);
65

```

```

    public right : () ==> bool
    right() ==
        return tetramino.moveRight(board);

70    public rotate : () ==> bool
    rotate() ==
        return tetramino.rotate(board);

    public drop : () ==> nat
75    drop() == (
        dcl dropDistance: nat := tetramino.drop(board);
        score := score + dropDistance * level;
        return dropDistance;
    );

80    public checkLines : () ==> nat
    checkLines() == (
        dcl newLines: nat := board.checkRows();
        lines := lines + newLines;
85    if newLines > 0 then score := score + lineScores(
        newLines) * level;
        if lines > 0 and lines rem 10 = 0 then level :=
            level + 1;
        return newLines
    );

90    public getScore : () ==> nat
    getScore() == return score;

    public getLines : () ==> nat
    getLines() == return lines;

95    public getLevel : () ==> nat1
    getLevel() == return level;

    public printBoard : bool * bool * bool ==> String
100    printBoard(printNow, blackConsole, testPrint) ==
        return board.getBoardPrint(printNow, blackConsole,
            testPrint);

end Game

```

## 3.2 Class Board

## 3.3 Class Tetromino

```

1  class Tetramino
    types

5    public Color = <Cyan> | <Blue> | <Orange>
        | <Yellow> | <Green> | <Purple> | <Red>;
    public Minoes = seq of Board.Position
    inv minoes == len minoes = 4 --and card elems minoes
        = 4

10    instance variables

    private color : Color := <Cyan>;

```

```

15  private id      : nat      := 0;
    private orientation : nat    := 0;
    private minoes   : Minoes := [[1, 1], [1, 2], [1, 3],
                                   [1, 4]]

operations

20  public setColor : Color ==> ()
    setColor(c) == color := c;

    public setId : nat ==> ()
25  setId(i) == id := i;

    public getOrientation : () ==> nat
    getOrientation() == return orientation;

30  public setMinoes : Board * Board'Position ==> bool
    setMinoes(board, position) == (
        dcl tempMinoes : Minoes := minoes;
        dcl tempPosition : Board'Position := position;
        removeTetramino(board);
35  for i = 1 to 4 do (
            if (validPosition(board, tempPosition))
            then tempMinoes(i) := tempPosition
            else (
40  addTetramino(board);
                return false
            );
            tempPosition := getNextMino(tempPosition, i);
        );
        minoes := tempMinoes;
45  addTetramino(board);
        return true
    );

    public initialSetMinoes : Game * Board'Position ==>
        ()
50  initialSetMinoes(game, position) == (
        dcl tempPosition : Board'Position := position;
        for i = 1 to 4 do (
            if (validPosition(game.getBoard(), tempPosition))
            then (
55  minoes(i) := tempPosition;
                tempPosition := getNextMino(tempPosition, i)
            )
            else game.setGameOver()
        );
60  if not game.getGameOver() then addTetramino(game.
        getBoard());
    );

    public getNextMino: Board'Position * nat ==> Board'
        Position
    getNextMino(position, index) ==
65  is subclass responsibility;

    public getRotatedMino: Board'Position ==> Board'
        Position
    getRotatedMino(position) ==

```



```

    is subclass responsibility;
70   public validPosition : Board * Board'Position ==>
        bool
    validPosition(board, position) == (
        if position(1) < 1
        then return false
75     else if position(1) > board.getMaxRow()
        then return false
        else if position(2) < 1
        then return false
80     else if position(2) > board.getMaxColumn()
        then return false
        else if board.getMatrixPosition(position) <> 0
        then return false
        else return true
    );
85   public removeTetramino : Board ==> ()
    removeTetramino(board) ==
        for mino in minoes do
            board.setMatrixPosition(mino, 0);
90   public addTetramino : Board ==> ()
    addTetramino(board) ==
        for mino in minoes do
            board.setMatrixPosition(mino, id);
95   public moveDown : Board ==> bool
    moveDown(board) ==
        return setMinoes(board, [minoes(1)(1) + 1, minoes
            (1)(2)]);
100  public moveLeft : Board ==> bool
    moveLeft(board) ==
        return setMinoes(board, [minoes(1)(1), minoes(1)(2)
            - 1]);
    public moveRight : Board ==> bool
105  moveRight(board) ==
        return setMinoes(board, [minoes(1)(1), minoes(1)(2)
            + 1]);
    public rotate : Board ==> bool
    rotate(board) == (
110    dcl position : Board'Position := getRotatedMino(
        minoes(1));
        orientation := (orientation + 1) mod 4;
        return setMinoes(board, position)
    );
115  public drop : Board ==> nat
    drop(board) == (
        dcl result : nat := 0;
        while moveDown(board) do
            result := result + 1;
120    return result
    );
end Tetramino

```

### 3.3.1 Class TetrominoI

```
1  class TetraminoI is subclass of Tetramino
    operations
      public TetraminoI : Game ==> TetraminoI
5   TetraminoI(game) == (
      Tetramino'setColor(<Cyan>);
      Tetramino'setId(1);
      Tetramino'initialSetMinoes(game, [2, 4]);
      return self
10  );

      public getNextMino: Board'Position * nat ==> Board'
        Position
      getNextMino(position, index) == (
        decl result : Board'Position := position;
15     cases Tetramino'getOrientation():
        0 -> result(2) := position(2) + 1,
        1 -> result(1) := position(1) + 1,
        2 -> result(2) := position(2) - 1,
        3 -> result(1) := position(1) - 1
20     end;
      return result
    );

      public getRotatedMino: Board'Position ==> Board'
        Position
25     getRotatedMino(position) == (
        decl result : Board'Position := position;
        cases Tetramino'getOrientation():
        0 -> (
30           result(1) := position(1) - 1;
           result(2) := position(2) + 2;
        ),
        1 -> (
           result(1) := position(1) + 2;
           result(2) := position(2) + 1;
35         ),
        2 -> (
           result(1) := position(1) + 1;
           result(2) := position(2) - 2;
40         ),
        3 -> (
           result(1) := position(1) - 2;
           result(2) := position(2) - 1;
45         )
        end;
      return result
    );

  end TetraminoI
```

### 3.3.2 Class TetrominoJ

```
1  class TetraminoJ is subclass of Tetramino
    operations
      public TetraminoJ : (Game) ==> TetraminoJ
5   TetraminoJ(game) == (
```

```

    Tetramino'setColor(<Blue>);
    Tetramino'setId(2);
    Tetramino'initialSetMinoes(game, [1, 4]);
    return self
10 );

    public getNextMino: Board'Position * nat ==> Board'
        Position
    getNextMino(position, index) == (
    decl result : Board'Position := position;
15   cases Tetramino'getOrientation():
        0 -> (
            cases index:
                1 -> result(1) := position(1) + 1,
                others -> result(2) := position(2) + 1
20         end
        ),
        1 -> (
            cases index:
                1 -> result(2) := position(2) - 1,
25         others -> result(1) := position(1) + 1
            end
        ),
        2 -> (
            cases index:
30         1 -> result(1) := position(1) - 1,
            others -> result(2) := position(2) - 1
            end
        ),
        3 -> (
35         cases index:
            1 -> result(2) := position(2) + 1,
            others -> result(1) := position(1) - 1
            end
        )
40   end;
    return result
);

    public getRotatedMino: Board'Position ==> Board'
        Position
45   getRotatedMino(position) == (
    decl result : Board'Position := position;
    cases Tetramino'getOrientation():
        0 -> result(2) := position(2) + 2,
        1 -> result(1) := position(1) + 2,
50     2 -> result(2) := position(2) - 2,
        3 -> result(1) := position(1) - 2
    end;
    return result
);
55 end TetraminoJ

```

### 3.3.3 Class TetrominoL

```

1 class TetraminoL is subclass of Tetramino
    operations
    public TetraminoL : (Game) ==> TetraminoL
5   TetraminoL(game) == (

```

```

    Tetramino'setColor(<Orange>);
    Tetramino'setId(3);
    Tetramino'initialSetMinoes(game, [1, 6]);
    return self
10 );

    public getNextMino: Board'Position * nat ==> Board'
      Position
    getNextMino(position, index) == (
    decl result : Board'Position := position;
15   cases Tetramino'getOrientation():
      0 -> (
        cases index:
          1 -> result(1) := position(1) + 1,
          others -> result(2) := position(2) - 1
20       end
      ),
      1 -> (
        cases index:
          1 -> result(2) := position(2) - 1,
25       others -> result(1) := position(1) - 1
        end
      ),
      2 -> (
        cases index:
30       1 -> result(1) := position(1) - 1,
        others -> result(2) := position(2) + 1
        end
      ),
      3 -> (
35     cases index:
        1 -> result(2) := position(2) + 1,
        others -> result(1) := position(1) + 1
        end
      )
40   end;
    return result
  );

    public getRotatedMino: Board'Position ==> Board'
      Position
45   getRotatedMino(position) == (
    decl result : Board'Position := position;
    cases Tetramino'getOrientation():
      0 -> result(1) := position(1) + 2,
      1 -> result(2) := position(2) - 2,
50     2 -> result(1) := position(1) - 2,
      3 -> result(2) := position(2) + 2
    end;
    return result
  );
55 end TetraminoL

```

### 3.3.4 Class TetrominoO

```

1 class TetraminoO is subclass of Tetramino
  operations
    public TetraminoO : (Game) ==> TetraminoO
5   TetraminoO(game) == (

```

```

    Tetramino'setColor(<Yellow>);
    Tetramino'setId(4);
    Tetramino'initialSetMinoes(game, [1, 5]);
    return self
10 );

    public getNextMino: Board'Position * nat ==> Board'
        Position
    getNextMino(position, index) == (
    decl result : Board'Position := position;
15   cases Tetramino'getOrientation():
        0 -> (
            cases index:
                1 -> result(2) := position(2) + 1,
                2 -> result(1) := position(1) + 1,
20         others -> result(2) := position(2) - 1
            end
        ),
        1 -> (
            cases index:
25         1 -> result(1) := position(1) + 1,
            2 -> result(2) := position(2) - 1,
            others -> result(1) := position(1) - 1
            end
        ),
30     2 -> (
            cases index:
                1 -> result(2) := position(2) - 1,
                2 -> result(1) := position(1) - 1,
35         others -> result(2) := position(2) + 1
            end
        ),
        3 -> (
            cases index:
40         1 -> result(1) := position(1) - 1,
            2 -> result(2) := position(2) + 1,
            others -> result(1) := position(1) + 1
            end
        )
    end;
45   return result
);

    public getRotatedMino: Board'Position ==> Board'
        Position
    getRotatedMino(position) == (
50   decl result : Board'Position := position;
    cases Tetramino'getOrientation():
        0 -> result(2) := position(2) + 1,
        1 -> result(1) := position(1) + 1,
        2 -> result(2) := position(2) - 1,
55     3 -> result(1) := position(1) - 1
    end;
    return result
);

60 end Tetramino0

```

### 3.3.5 Class TetrominoS

```

1 class TetraminoS is subclass of Tetramino

```

```

operations
  public TetraminoS : (Game) ==> TetraminoS
5   TetraminoS(game) == (
    Tetramino'setColor(<Green>);
    Tetramino'setId(5);
    Tetramino'initialSetMinoes(game, [1, 6]);
    return self
10  );

  public getNextMino: Board'Position * nat ==> Board'
    Position
  getNextMino(position, index) == (
    dcl result : Board'Position := position;
15   cases Tetramino'getOrientation():
    0 -> (
      cases index:
        2 -> result(1) := position(1) + 1,
        others -> result(2) := position(2) - 1
20     end
    ),
    1 -> (
      cases index:
        2 -> result(2) := position(2) - 1,
        others -> result(1) := position(1) - 1
25     end
    ),
    2 -> (
      cases index:
        2 -> result(1) := position(1) - 1,
        others -> result(2) := position(2) + 1
30     end
    ),
    3 -> (
      cases index:
        2 -> result(2) := position(2) + 1,
        others -> result(1) := position(1) + 1
35     end
    )
  end;
40  return result
);

  public getRotatedMino: Board'Position ==> Board'
    Position
45  getRotatedMino(position) == (
    dcl result : Board'Position := position;
    cases Tetramino'getOrientation():
      0 -> result(1) := position(1) + 2,
      1 -> result(2) := position(2) - 2,
50     2 -> result(1) := position(1) - 2,
      3 -> result(2) := position(2) + 2
    end;
    return result
  );
55  end TetraminoS

```

### 3.3.6 Class TetrominoT

```

1  class TetraminoT is subclass of Tetramino

```

```

operations
public TetraminoT : (Game) ==> TetraminoT
5 TetraminoT(game) == (
  Tetramino'setColor(<Purple>);
  Tetramino'setId(6);
  Tetramino'initialSetMinoes(game, [1, 5]);
10 return self
);

public getNextMino: Board'Position * nat ==> Board'
  Position
getNextMino(position, index) == (
  decl result : Board'Position := position;
15 cases Tetramino'getOrientation():
  0 -> (
    cases index:
    1 -> (
      result(1) := position(1) + 1;
      result(2) := position(2) - 1;
20 ),
    others -> result(2) := position(2) + 1
  end
),
  1 -> (
25 cases index:
  1 -> (
    result(1) := position(1) - 1;
    result(2) := position(2) - 1;
30 ),
    others -> result(1) := position(1) + 1
  end
),
  2 -> (
35 cases index:
  1 -> (
    result(1) := position(1) - 1;
    result(2) := position(2) + 1;
40 ),
    others -> result(2) := position(2) - 1
  end
),
  3 -> (
45 cases index:
  1 -> (
    result(1) := position(1) + 1;
    result(2) := position(2) + 1;
50 ),
    others -> result(1) := position(1) - 1
  end
)
end;
return result
);

55 public getRotatedMino: Board'Position ==> Board'
  Position
getRotatedMino(position) == (
  decl result : Board'Position := position;
  cases Tetramino'getOrientation():

```

```

60      0 -> (
          result(1) := position(1) + 1;
          result(2) := position(2) + 1;
        ),
      1 -> (
65      result(1) := position(1) + 1;
        result(2) := position(2) - 1;
      ),
      2 -> (
        result(1) := position(1) - 1;
70      result(2) := position(2) - 1;
      ),
      3 -> (
        result(1) := position(1) - 1;
        result(2) := position(2) + 1;
75    )
    end;
    return result
  );
80 end TetraminoT

```

### 3.3.7 Class TetrominoZ

```

1  class TetraminoZ is subclass of Tetramino
    operations
    public TetraminoZ : (Game) ==> TetraminoZ
5   TetraminoZ(game) == (
      Tetramino'setColor(<Red>);
      Tetramino'setId(7);
      Tetramino'initialSetMinoes(game, [1, 4]);
      return self
10  );

    public getNextMino: Board'Position * nat ==> Board'
      Position
    getNextMino(position, index) == (
      decl result : Board'Position := position;
15   cases Tetramino'getOrientation():
      0 -> (
          cases index:
            2 -> result(1) := position(1) + 1,
            others -> result(2) := position(2) + 1
20       end
      ),
      1 -> (
          cases index:
            2 -> result(2) := position(2) - 1,
25       others -> result(1) := position(1) + 1
          end
      ),
      2 -> (
          cases index:
30       2 -> result(1) := position(1) - 1,
            others -> result(2) := position(2) - 1
          end
      ),
      3 -> (
35       cases index:

```



```

        2 -> result(2) := position(2) + 1,
        others -> result(1) := position(1) - 1
    end
)
end;
40 return result
);

public getRotatedMino: Board'Position ==> Board'
    Position
45 getRotatedMino(position) == (
    decl result : Board'Position := position;
    cases Tetramino'getOrientation():
        0 -> result(2) := position(2) + 2,
        1 -> result(1) := position(1) + 2,
50     2 -> result(2) := position(2) - 2,
        3 -> result(1) := position(1) - 2
    end;
    return result
);
55 end TetraminoZ

```

## 4 Model validation

```

1 class TestTetris is subclass of TestCaseExtra
    instance variables
    public printBoard : Game'String := "";
5
    operations
    -----
        initialMatrix_test
    private initialMatrix_test: (Game) ==> ()
    initialMatrix_test(game) == (
10     --print board
        printBoard := game.printBoard(true, true, true);
    );
    -----
        addTetramino_test
15 private addTetramino_test: Game * nat ==> ()
    addTetramino_test(game, id) == (
        game.newTetramino(id);
        --print board
        printBoard := game.printBoard(true, true, true);
20    );
    -----
        dropTetramino_test
    private dropTetramino_test: Game ==> ()
    dropTetramino_test(game) == (
25     decl value : nat := game.drop();
        if value > 0 then (
            --print board
            printBoard := game.printBoard(true, true, true);
            -- IO'println(value);
30         IO'println(game.getScore());
            IO'println(game.getLines());
            IO'println(game.getLevel());

```

```

    )
  );
35
-----
    downTetramino_test
private downTetramino_test: Game ==> ()
downTetramino_test(game) == (
  dcl result : bool := game.down();
40  --print board
  printBoard := game.printBoard(true, true, true);
  --IO'println(result);
);

45
-----
    rightTetramino_test
private rightTetramino_test: Game ==> ()
rightTetramino_test(game) == (
  dcl result : bool := game.right();
  --print board
50  printBoard := game.printBoard(true, true, true);
  --IO'println(result);
);

-----
    leftTetramino_test
55 private leftTetramino_test: Game ==> ()
leftTetramino_test(game) == (
  dcl result : bool := game.left();
  --print board
  printBoard := game.printBoard(true, true, true);
60  --IO'println(result);
);

-----
    rotateTetramino_test
private rotateTetramino_test: Game ==> ()
65 rotateTetramino_test(game) == (
  dcl result : bool := game.rotate();
  --print board
  printBoard := game.printBoard(true, true, true);
  --IO'println(result);
70 );

-----
    checkLines_test
private checkLines_test: Game ==> ()
checkLines_test(game) == (
75  dcl value : nat := game.checkLines();
  if value > 0 then (
    --print board
    printBoard := game.printBoard(true, true, true);
    --IO'println(value);
80    IO'println(game.getScore());
    IO'println(game.getLines());
    IO'println(game.getLevel());
  )
);

85
-----
    addRandomTetramino_test

```

```

private addRandomTetramino_test: Game ==> ()
addRandomTetramino_test(game) == (
  game.newRandomTetramino();
90  --print board
  printBoard := game.printBoard(true, true, true);
);

-----
      MAIN TESTS
95  public static main: () ==> ()
    main() == (

      dcl game: Game := new Game();
      dcl testInt : nat := 0;
100
      IO'print("\n#### TESTS ####\n");

      new TestTetris().initMatrix_test(game);
      new TestTetris().addTetramino_test(game, 1);
105  new TestTetris().downTetramino_test(game);
      new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
110  new TestTetris().rotateTetramino_test(game);
      new TestTetris().dropTetramino_test(game);
      -- new TestTetris().checkLines_test(game);
      new TestTetris().addTetramino_test(game, 2);
      new TestTetris().downTetramino_test(game);
115  new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
120  new TestTetris().leftTetramino_test(game);
      new TestTetris().leftTetramino_test(game);
      new TestTetris().leftTetramino_test(game);
      new TestTetris().dropTetramino_test(game);
      -- new TestTetris().checkLines_test(game);
125  new TestTetris().addTetramino_test(game, 3);
      new TestTetris().downTetramino_test(game);
      new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
130  new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rightTetramino_test(game);
      new TestTetris().rightTetramino_test(game);
      new TestTetris().rightTetramino_test(game);
135  new TestTetris().rightTetramino_test(game);
      new TestTetris().dropTetramino_test(game);
      -- new TestTetris().checkLines_test(game);
      new TestTetris().addTetramino_test(game, 4);
      new TestTetris().downTetramino_test(game);
140  new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);

```

```

    new TestTetris().rotateTetramino_test(game);
145 new TestTetris().dropTetramino_test(game);
    -- new TestTetris().checkLines_test(game);
    new TestTetris().addTetramino_test(game, 5);
    new TestTetris().downTetramino_test(game);
    new TestTetris().downTetramino_test(game);
150 new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rightTetramino_test(game);
155 new TestTetris().rightTetramino_test(game);
    new TestTetris().rightTetramino_test(game);
    new TestTetris().rightTetramino_test(game);
    new TestTetris().dropTetramino_test(game);
    -- new TestTetris().checkLines_test(game);
160 new TestTetris().addTetramino_test(game, 6);
    new TestTetris().downTetramino_test(game);
    new TestTetris().downTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
165 new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rightTetramino_test(game);
    new TestTetris().rightTetramino_test(game);
170 new TestTetris().dropTetramino_test(game);
    -- new TestTetris().checkLines_test(game);
    new TestTetris().addTetramino_test(game, 7);
    new TestTetris().downTetramino_test(game);
    new TestTetris().downTetramino_test(game);
175 new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
180 new TestTetris().leftTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
    new TestTetris().dropTetramino_test(game);
    -- new TestTetris().checkLines_test(game);
    new TestTetris().addTetramino_test(game, 5);
185 new TestTetris().downTetramino_test(game);
    new TestTetris().downTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
190 new TestTetris().dropTetramino_test(game);
    -- new TestTetris().checkLines_test(game);
    /* while not game.getGameOver() do (
        new TestTetris().addRandomTetramino_test(game);
        if testInt = 0 then (
195 new TestTetris().leftTetramino_test(game);
            new TestTetris().leftTetramino_test(game);
            new TestTetris().leftTetramino_test(game)
        )
        else if testInt = 2 then (
200 new TestTetris().rightTetramino_test(game);

```

```

        new TestTetris().rightTetramino_test(game);
        new TestTetris().rightTetramino_test(game);
        new TestTetris().rightTetramino_test(game);
    );
205 new TestTetris().dropTetramino_test(game);
    new TestTetris().checkLines_test(game);
    testInt := (testInt + 1) mod 3;
    )*/
    );
210 end TestTetris

```

#### 4.1 Class TestCaseExtra

```

1 class TestCaseExtra
    operations
    -- Simulates assertion checking by reducing it to pre
    -- condition checking.
5    -- If 'arg' does not hold, a pre-condition violation
    -- will be signaled.
    protected assertTrue: bool ==> ()
    assertTrue(arg) ==
        return
    pre arg;
10    -- Simulates assertion checking by reducing it to
    -- post-condition checking.
    -- If values are not equal, prints a message in the
    -- console and generates
    -- a post-conditions violation.
    protected assertEquals: ? * ? ==> ()
15    assertEquals(expected, actual) ==
        if expected <> actual then (
            IO'print("Actual value (");
            IO'print(actual);
            IO'print(") different from expected (");
20            IO'print(expected);
            IO'println(")\n")
        )
        post expected = actual
25 end TestCaseExtra

```

#### 4.2 Class TestTetris

```

1 class TestTetris is subclass of TestCaseExtra
    instance variables
    public printBoard : Game'String := "";
5
    operations
    -----
        initialMatrix_test
    private initialMatrix_test: (Game) ==> ()
    initialMatrix_test(game) == (
10    --print board
        printBoard := game.printBoard(true, true, true);
    );
    -----
        addTetramino_test

```

```

15  private addTetramino_test: Game * nat ==> ()
    addTetramino_test(game, id) == (
      game.newTetramino(id);
      --print board
      printBoard := game.printBoard(true, true, true);
20  );

    -----
      dropTetramino_test
    private dropTetramino_test: Game ==> ()
    dropTetramino_test(game) == (
25  dcl value : nat := game.drop();
      if value > 0 then (
        --print board
        printBoard := game.printBoard(true, true, true);
        -- IO'println(value);
30  IO'println(game.getScore());
        IO'println(game.getLines());
        IO'println(game.getLevel());
      )
    );
35  -----

      downTetramino_test
    private downTetramino_test: Game ==> ()
    downTetramino_test(game) == (
40  dcl result : bool := game.down();
      --print board
      printBoard := game.printBoard(true, true, true);
      --IO'println(result);
    );

45  -----

      rightTetramino_test
    private rightTetramino_test: Game ==> ()
    rightTetramino_test(game) == (
      dcl result : bool := game.right();
      --print board
50  printBoard := game.printBoard(true, true, true);
      --IO'println(result);
    );

    -----

      leftTetramino_test
55  private leftTetramino_test: Game ==> ()
    leftTetramino_test(game) == (
      dcl result : bool := game.left();
      --print board
      printBoard := game.printBoard(true, true, true);
60  --IO'println(result);
    );

    -----

      rotateTetramino_test
    private rotateTetramino_test: Game ==> ()
65  rotateTetramino_test(game) == (
      dcl result : bool := game.rotate();
      --print board
      printBoard := game.printBoard(true, true, true);
      --IO'println(result);

```

```

70 );

-----
    checkLines_test
private checkLines_test: Game ==> ()
checkLines_test(game) == (
75   dcl value : nat := game.checkLines();
    if value > 0 then (
      --print board
      printBoard := game.printBoard(true, true, true);
      --IO'println(value);
80     IO'println(game.getScore());
      IO'println(game.getLines());
      IO'println(game.getLevel());
    )
  );
85 -----

    addRandomTetramino_test
private addRandomTetramino_test: Game ==> ()
addRandomTetramino_test(game) == (
    game.newRandomTetramino();
90   --print board
    printBoard := game.printBoard(true, true, true);
  );
-----

    MAIN TESTS
95 public static main: () ==> ()
    main() == (

      dcl game: Game := new Game();
      dcl testInt : nat := 0;
100
      IO'print("\n#### TESTS ####\n");

      new TestTetris().initalMatrix_test(game);
      new TestTetris().addTetramino_test(game, 1);
105   new TestTetris().downTetramino_test(game);
      new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
110   new TestTetris().rotateTetramino_test(game);
      new TestTetris().dropTetramino_test(game);
      -- new TestTetris().checkLines_test(game);
      new TestTetris().addTetramino_test(game, 2);
      new TestTetris().downTetramino_test(game);
115   new TestTetris().downTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
      new TestTetris().rotateTetramino_test(game);
120   new TestTetris().leftTetramino_test(game);
      new TestTetris().leftTetramino_test(game);
      new TestTetris().leftTetramino_test(game);
      new TestTetris().dropTetramino_test(game);
      -- new TestTetris().checkLines_test(game);
125   new TestTetris().addTetramino_test(game, 3);

```

```

new TestTetris().downTetramino_test(game);
new TestTetris().downTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
130 new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rightTetramino_test(game);
new TestTetris().rightTetramino_test(game);
new TestTetris().rightTetramino_test(game);
135 new TestTetris().rightTetramino_test(game);
new TestTetris().dropTetramino_test(game);
-- new TestTetris().checkLines_test(game);
new TestTetris().addTetramino_test(game, 4);
new TestTetris().downTetramino_test(game);
140 new TestTetris().downTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
145 new TestTetris().dropTetramino_test(game);
-- new TestTetris().checkLines_test(game);
new TestTetris().addTetramino_test(game, 5);
new TestTetris().downTetramino_test(game);
new TestTetris().downTetramino_test(game);
150 new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rightTetramino_test(game);
155 new TestTetris().rightTetramino_test(game);
new TestTetris().rightTetramino_test(game);
new TestTetris().rightTetramino_test(game);
new TestTetris().dropTetramino_test(game);
-- new TestTetris().checkLines_test(game);
160 new TestTetris().addTetramino_test(game, 6);
new TestTetris().downTetramino_test(game);
new TestTetris().downTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
165 new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rightTetramino_test(game);
new TestTetris().rightTetramino_test(game);
170 new TestTetris().dropTetramino_test(game);
-- new TestTetris().checkLines_test(game);
new TestTetris().addTetramino_test(game, 7);
new TestTetris().downTetramino_test(game);
new TestTetris().downTetramino_test(game);
175 new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().rotateTetramino_test(game);
new TestTetris().leftTetramino_test(game);
180 new TestTetris().leftTetramino_test(game);
new TestTetris().leftTetramino_test(game);
new TestTetris().dropTetramino_test(game);

```



```

--    new TestTetris().checkLines_test(game);
new TestTetris().addTetramino_test(game, 5);
185 new TestTetris().downTetramino_test(game);
    new TestTetris().downTetramino_test(game);
    new TestTetris().rotateTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
    new TestTetris().leftTetramino_test(game);
190 new TestTetris().dropTetramino_test(game);
--    new TestTetris().checkLines_test(game);
/*    while not game.getGameOver() do (
    new TestTetris().addRandomTetramino_test(game);
    if testInt = 0 then (
195        new TestTetris().leftTetramino_test(game);
        new TestTetris().leftTetramino_test(game);
        new TestTetris().leftTetramino_test(game)
    )
    else if testInt = 2 then (
200        new TestTetris().rightTetramino_test(game);
        new TestTetris().rightTetramino_test(game);
        new TestTetris().rightTetramino_test(game);
        new TestTetris().rightTetramino_test(game);
    );
205    new TestTetris().dropTetramino_test(game);
    new TestTetris().checkLines_test(game);
    testInt := (testInt + 1) mod 3;
    )*/
    );
210 end TestTetris

```

## 5 Model verification

### 5.1 Example of domain verification

todo

### 5.2 Example of invariant verification

todo

## 6 Conclusions

The model that was developed by us covers all the requirements included implicitly on the theme project and the list of requirements described in section 1.2. In the final and after model verifications, we all see the game developed in VDM++ like one of the projects more consistent and safer that we have ever developed during the course. In addition it is noticed that all the elements of the group have already had contact in the past with the game and continue feeling enthuse with this version developed by us. Maybe in the future we can all add more features to this game make it appears near the original version. **This project took approximately 16 hours to develop.**

## 7 References

1. <https://en.wikipedia.org/wiki/Tetris>

2. <http://tetris.com/>
3. [https://tetris.wiki/Tetris\\_Guideline](https://tetris.wiki/Tetris_Guideline)
4. <http://overturetool.org/>

## A Source Code

maybe not necessary because of section3

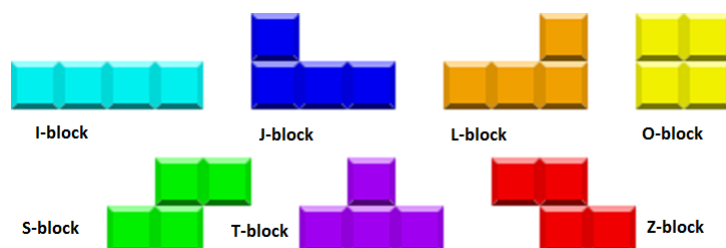
## B Indispensable formal rules

In this section we present the formal rules that Tetris game must follow. We already present other rules, named informal and in a player view way in section 1.1.

- Playfield is 10 cells wide and at least 22 cells tall, where rows above 20 are hidden or obstructed by the field frame. We follow in our case 10 cells wide and 22 cells tall where the player can see the first 20 rows and the 2 last cells are invisible to the player.
- The tetromino colors are:
  - Cyan I;
  - Yellow O;
  - Purple T;
  - Green S;
  - Red Z;
  - Blue J;
  - Orange L.
- Each tetromino appear on these exactly locations:
  - The I and O spawn in the middle columns;
  - The rest spawn in the left-middle columns;
  - The tetrominoes spawn horizontally and with their flat side pointed down.
- Super Rotation System (SRS) specifies tetromino rotation.
- Standard mappings for console and handheld gamepads: Up, Down, Left, Right on joystick perform locking hard drop, non-locking soft drop (except first frame locking in some games), left shift, and right shift respectively. Left fire button rotates 90 degrees counterclockwise, and right fire button rotates 90 degrees clockwise.
- Standard mappings different from console/handheld gamepads for computer keyboards
- So-called Random Generator (also called "random bag" or "7 system")
- "Hold piece": The player can press a button to send the falling tetromino to the hold box, and any tetromino that had been in the hold box moves to the top of the screen and begins falling. Hold cannot be used again until after the piece locks down. Games on platforms with fewer than eight usable buttons (such as the version on iPod) may skip this feature. The combination of hold piece and Random Generator would appear to allow the player to play forever.
- Game must have ghost piece function.
- Terms used in the user manual: "Tetriminos" not "tetrominoes" or "tetrads" or "pieces", letter names not "square" or "stick", etc.

- Designated soft drop speed. Details vary between guideline versions.
- Player may only level up by clearing lines or performing T-Spin. Required lines depends in the game.
- The game must use a variant of Roger Dean's Tetris logo, although this was true from around 2000 - before the guidelines emerged.
- Game must include a song called Korobeiniki. (Guideline 2005 )
- The player tops out when a piece is spawned overlapping at least one block, or a piece locks completely above the visible portion of the playfield.

## C The 7 tetrominoes



## D The position of each mino inside respective tetromino



## E All possible orientations of each tetromino

