OOP PROJECT REPORT

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**Project : Create Tetris Game(version 2.0)**

**1.**      **Objective**

·        The objective of the game is to use the pieces to create as many complete horizontal lines of blocks as possible. When a line is completed, it disappears, and the blocks placed above fall one rank. Completing lines grants points, and accumulating a certain number of points or cleared lines moves the player up a level, which increases the number of points granted per completed line.

**2.**      **Rule and the guide for the game**

·        This is a Tetris coding project. We use the "S", "A", "D" key to move the tetris blocks fast forward down, to the left, to the right respectively, to the place we want. A line of block will be eliminate if it is fulfil.

·        We can use “P” and the stop button to pause the game, “enter” and refresh button to renew the game, and use space to make the block drop immediately.

·         players complete lines by moving differently shaped pieces, which descend onto the playing field. The completed lines disappear and grant the player points, and the player can proceed to fill the vacated spaces. The game ends when the uncleared lines reach the top of the playing field.

3.      Result

·        Completing each line, we get 100 point

4.      Construction

·        Nhật Nam   Interface, Title , game Arena

·        Gia Huy      Game Area , Shape, mainboard

·        Bảo Khương Mainboard, Sound effect

5.      Reference:

* MrM Programming. (2021). *OOP with Java: 11. Tetris Game with Java Swing*.(02/01/2024)
* Jade Engineer. (2021). *Tetris Game On Java Tutorial.*(05/01/2024)
* https://tetris.com/
* Chua Hock-Chuan. (2022). *Java Game Programming Tetris*. (02/01/2024)

 6. UML DIAGRAM

A screenshot of a computer

Description automatically generated