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Java Final Project Proposal



For my final project I would like to program Tetris in javascript. It's no DOOM but i'm hoping I could make it advanced enough to demonstrate my java skills. It would involve a 12 block long grid and a 20 block high board. The player would control falling blocks trying to line them up in rows of 12 in order to make them disappear and keep the board organized. I could expand on this even further by implementing a score in which the player who completes tetrises(the act of clearing 4 rows at once) scores more points then a player who would get rid of one row at a time. I would also have to implement graphics along with colors and music.

The back end of this game would include a random number generator deciding what blocks to give the player, a storage field that allows the player to store a block for future use, the ability to move blocks left and right along with rotating them. A loss condition , gradual speedup as the game goes longer , musical speed up because tetris music also speeds up as the blocks continue to fall.

Also in terms of optional features if this doesn't cover enough in some tetris games they have , sound effects upon placing and destroying blocks , levels in which the game gets progressively harder , tetris challenges where it gives you a predetermined set of blocks that would be hand selected to be of a higher difficulty than others , and finally so many more optional game features that tetris games have implemented over the past 40 years of its development. Tetris is one of the highest selling video games of all time so i'm sure there are many more features i could attempt to add if need be.