Java – Tetris

Hello, everyone we are group three, today we are going to talk about Tetris. And this is our group members.

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First, we will divide what we are going to say today into six parts. And this is our main function it includes two JFrame Forms and one JPanel Form. We will introduce them later.

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First form we are going to talk is Startup Form, which is a method defining UI of start, and we add three bottoms. And there are the codes that make bottoms operate.

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Next method is Game Form, which defining UI of the gaming, let user know this game more clearly.

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Shape of blocks

In this part, we create a package call “tetris blocks”. In this package, we add seven classes to make shapes of block. The most important thing is that 1 means there is a color in the block, 0 means empty, so that we can create different shapes of block.

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After we have the blocks, we need to make them move down. We use “drop block” method, in this method, we tell the computer that if there is nothing under block, then block move down. And we use the check bottom method to let blocks stop if they are in the bottom.

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There are the codes about moving blocks right, left, and rotating. There is something important that why is x++ in the move right method and why is x— in the move left method. Assuming the block is the origin, draw the x-axis and y-axis. If you want to move block right, then block will move from origin to x, and x is how much the steps user move, and so on.

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Next, when we finish the game, the players need to enter these names, so we create the game over method. And we use JOptionPane to show the input dialog, so that players can input these names.

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The final form is leaderboard form. We use JFrame form to create it, and it can show the players’ name and score.

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At last, I wanna introduce our database. We add some sound in this part. First, we download the sound what we want and then create a class call audio player. On the top, we define clear line path and game over path. At the same time, our project can read the files. We also create method in this class, for example, we create play game over method. And we back to the tetris class, add play game over method in game over method, so that when the game finish, the sound will play.