

User Guide

Product introduction:

Our team made a simple Tetris game application. In this application, you can move, iterate or change the shape of the moving block. Besides, you can also change the state of a block. This means that you can change a block from a path to an obstacle. This application will count the scores you get, the lines you delete, the hints you use and the scores you lose in this game. Every time you place a block, you will get 10 scores. If you delete a line, you will get 100 scores. When you want to use hints, you must have enough scores. Every time you use a hint, it will cost you 20 scores. If you don't have enough scores, you will see an alert on your screen which tells you that this operation can't be executed because you don't have enough scores. You can pause the game and restart the game. When you exit, you can choose to play again or end this game. You can see your final score on the screen. Below is a detailed user guide for our product.

Detailed user guide:

Start interface:

When you run the program, you will see the interface below. This is the cover of our game. By pressing the Start button, you will go to next interface.



Cover Interface

Instruction interface:

After you press the Start button, you will see the interface below. In this interface, you can learn how to play this game, how to get scores and what hints you can use to help you get more scores. By pressing the Continue button, you will leave this interface and start to play the game.

Instruction:

Use these keys on the screen:

Use arrow keys on screen to pan blocks left/right

Use arrow key up to iterate blocks

Use arrow key down to accelerate blocks

Some hints:

Use left button of your mouse to change blocks' state

Press Change Shape button to change blocks' shape

These operations will cost 20 scores

If you don't have enough scores, you can't do them

Press Stop button to pause the game

Press Restart button to restart the game

Press Exit button to exit the game

Scores

Every time you place a block, you get 10 scores

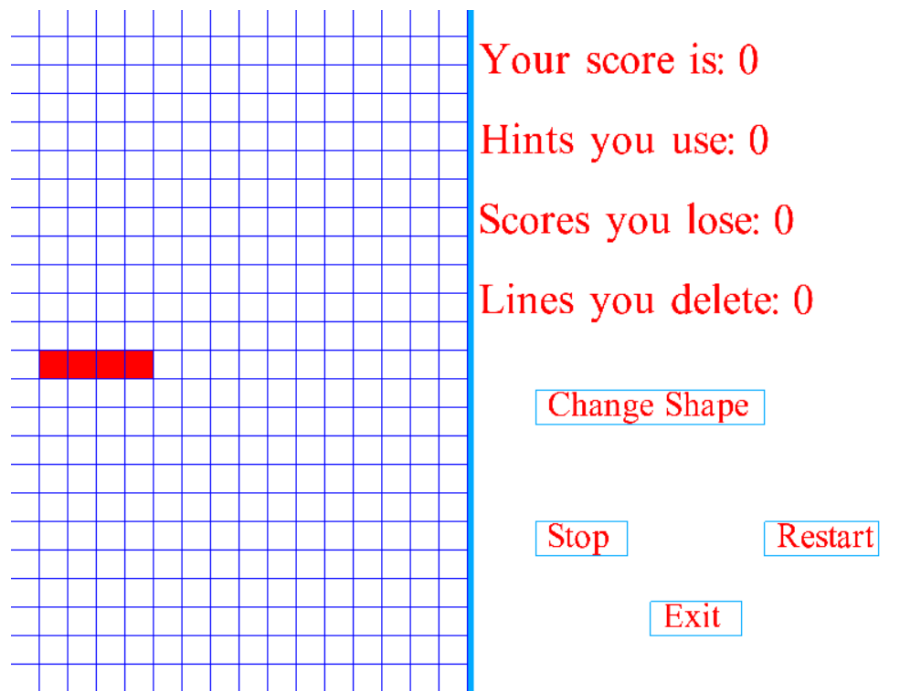
Every time you delete a line, you get 100 scores

Continue

Instruction Interface

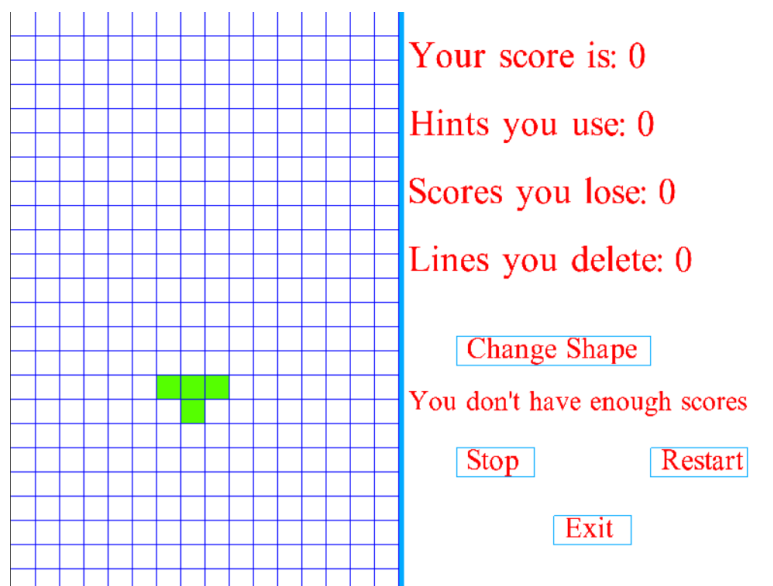
Playing Interface:

When you enter the interface below, you can start to play this game. There are totally five different kind of blocks, each of them has different colors. They are all generated randomly from the top of the screen. You can use your arrow keys to pan blocks left/right, iterate blocks or make it move faster. Every time you place a block, you can get 10 scores. When you delete a line, you can get 100 scores.



Playing interface

In order to make this game more interesting, we add two hints to it. The first hint is that you can change the shape of the moving block by pressing Change Shape button. It will randomly change the shape of this block. The second hint is that you can use your mouse to change the state of a small block. By pressing the left button of your mouse, you can change a small block from a path to an obstacle. Every time you use a hint, it will cost you 20 scores. If you don't have enough scores, you will receive a remind message which tells you that you need more scores to do this operation. Just like the interface shows below.



Remind message

In this game, we list the score you get, the hints you use, the lines you delete and the score you lose because of usage of hints. You can press Stop button to pause the game and press Restart button to start the game again. By pressing the Exit button, you will leave this interface and go to the end interface.

End Interface:

In the end interface, you can see your final score. By pressing the Replay button, you can start a new game and play again. If you press the Exit button, the program will be ended.

Game Over!
Your final score is: 30

Replay

Exit

End Interface