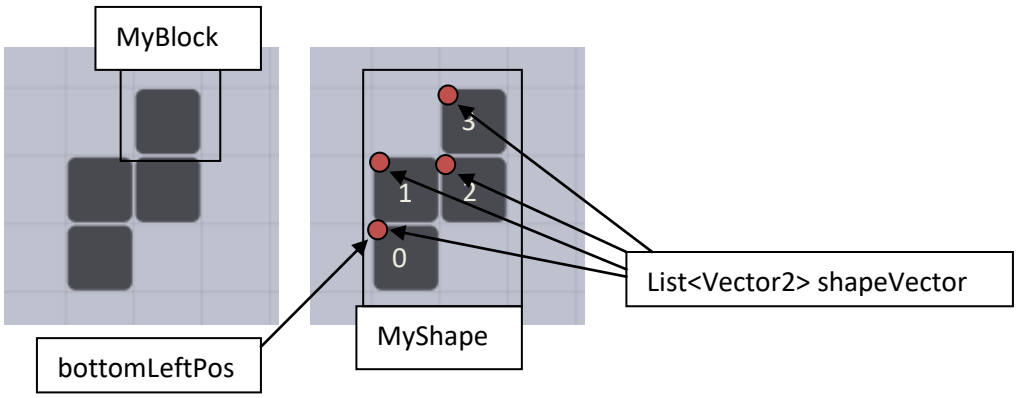
Tetris Game

The most important components of Tetris game are shapes. Shapes are made from blocks arranged in a particular shape such as L shape or S shape.



A shape is defined by positions of its blocks called shapeVector which is a list of Vector2.
List<Vector2> shapeVector.
Position in shapeVector is relative to bottomLeftPos. So shapeVector[0] = Vector2(0, 0).
shapeVector[0] = Vector2(0, 0)
shapeVector[1] = Vector2(0, -blockHeight)
shapeVector[2] = Vector2(blockWidth, -blockHeight)
shapeVector[3] = Vector2(blockWidth, -2*blockHeight)
The actual position of blocks on the screen is calculated by using bottomLeftPos and shapeVector.
For example if blockWidth = 40; blockHeight = 40; bottomLeftPos = Vector2(100, 200) then the actual position of the blocks are:
positions[0] = Vector2(100, 200)
positions[1] = Vector2(100, 160)
positions[2] = Vector2(140, 160)
positions[3] = Vector2(140, 120)

Shape Definition

The class ShapeDef is responsible for defining different shapes, a method to choose the next random shape.

Below are major components of the game.