

README – DiTetris

To play the game, do the following:

1) Compiling the game

- a. Open Eclipse
- b. Go to File → Import
- c. Select Gradle → Existing Gradle Project
- d. For the Project root directory, click the Browse button and select the DiTetris folder that was downloaded and unzipped, and click Finish button. If you are unable to locate the DiTetris folder, copy the unzipped contents into a folder named DiTetris and use this folder.
- e. If another window pops up, just click the Next button or Continue button.
- f. In the left pane under Package Explorer, navigate to DiTetris-desktop → src → com.ditetris.game.desktop → DesktopLauncher.java and open the file.

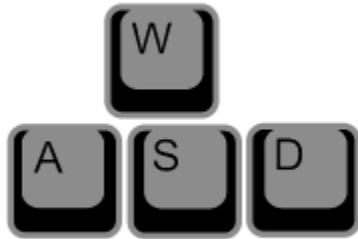
2) Run the game

- a. Go to Run → Run Configurations → right click Java Application → New
- b. Select the Arguments tab → Inside the Working directory area, select the Other radiobutton → Click on the File System browser
- c. Find the assets folder inside the core folder, i.e. DiTetris/core/assets
- d. Click Apply button → Click Close button
- e. Right click DesktopLauncher.java on the left pane in your Package Explorer → Select Run As → Java Application



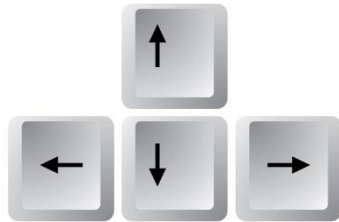
3) How to play

- a. When the game starts, enter your name and click the “PLAY” button
- b. The game has started, use the following to control the pieces:
 - For the left piece



W – Transform/Rotate piece
A – Move Left
S – Move Down
D – Move Right

- For the right piece



Up Arrow – Transform/Rotate piece
Left Arrow – Move Left
Down Arrow – Move Down
Right Arrow – Move Right

- c. The game is lost if any pieces end up in the orange blocks.
- d. Enjoy the game, and get a highscore 😊

At around level 70, the pieces start falling rapidly. That takes about 10 minutes, so get as much points as you can before the pieces fall too rapidly.

Features

- ❖ 2 pieces falling instead of one
- ❖ Can see next piece coming and plan ahead
- ❖ Sound effects added