

Design Document for Tetris

TController

TController is the controller for the Tetris game. It takes input from the user and changes the speed/orientation/shape of Tetris pieces accordingly.

- Instance Variables:
 - Speed – an instance of TSpeed
 - Orientation - an instance of TOrientation
 - Shape – an instance of TShape
- Instance methods:
 - updateSpeed – updates falling speed with user input
 - updateOrientation – updates orientation of Tetris with user input
 - keyTyped – for KeyListener interface
 - keyPressed - for KeyListener interface
 - keyReleased - for KeyListener interface
 - main()

TLogic

TLogic is the model for Tetris. It stores information about current state of the game, and has functions that can be called by TController.

- Instance variables
 - Score = an int that keeps the score of the player
- Instance methods
 - getScore – returns the current score
 - updateScore – updates the score in TLogic according to gameplay

TXTView

TXTView is the view for the Tetris game in text format. It displays information to the user. It is updated by the controller.

- Instance variables
 - Instructions – a String
 - Message – a String
- Instance methods
 - CreateDisplay – creates the display for the instructions
 - updateScore – updates the score seen by user