

A decorative border surrounds the central text, composed of various colorful geometric shapes and patterns including squares, circles, wavy lines, and grids of dots in shades of blue, green, yellow, and purple.

# My Game Project

Mirjam Genevieve Loreto Roberts - 20201934 (GKS, AMC)

*Introduction to Visual Media Programming (MAS2011)*

# I am not good at coding...

## Therefore my game has to be:



01

**Simple**

As making a game itself; is already **pretty** **challenging** for me



02

**Playable**

Make sure it actually...**works**



03

**Fun**

Even if it's simple, make it **enjoyable** to play + **replayability**



04

**Visually Appealing**

A game that looks **pretty** makes it more **interesting** to play

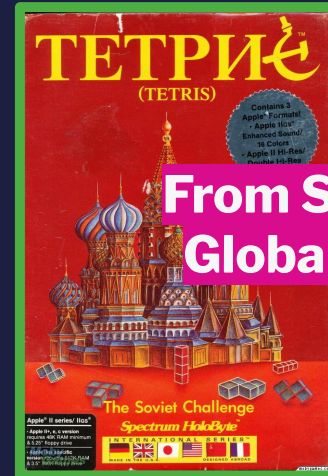
# BLAST FROM THE PAST



Made in 1985



My first experience



From Soviet Russia to  
Global Phenomenon



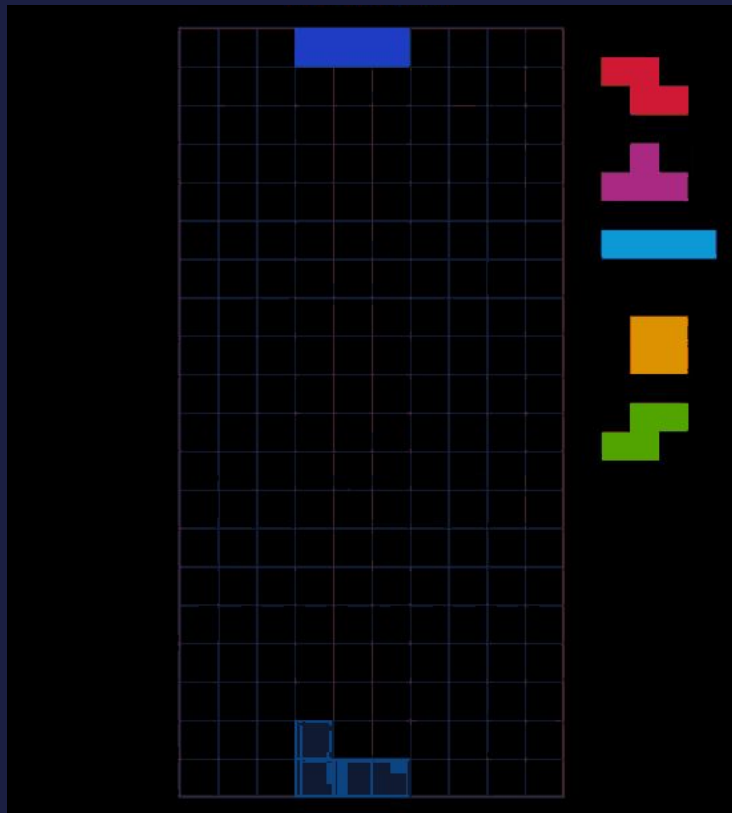
# HOW DOES IT WORK?

## Aim

Random shapes/7 are given and you must place them in a way that they will fit

## How to win?

If you fill a row completely, that row will delete and the shapes will move down



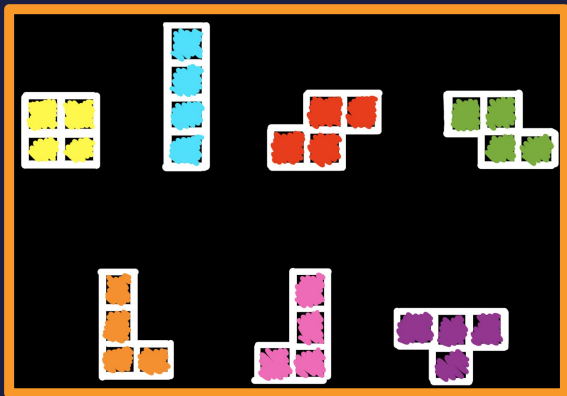
## Levels

The shapes will fall faster according to the level (depending on the points) making it more difficult to keep up

## Lose?

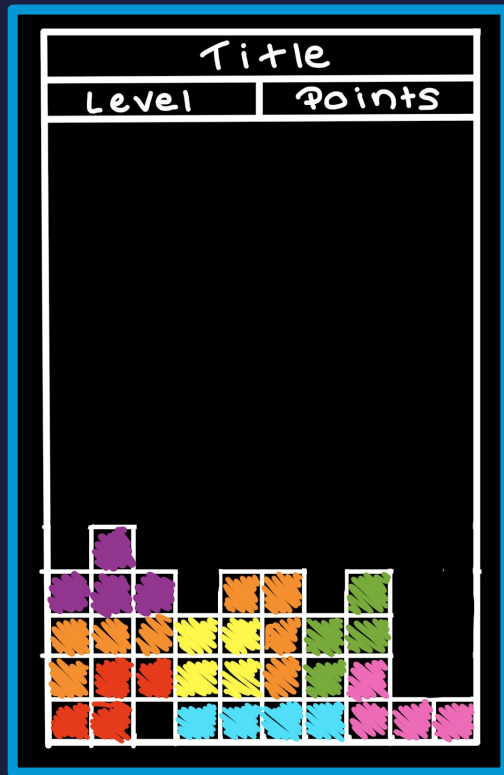
The game ends when the shapes have reached the top of the game window

# MY OWN SKETCH (VISUAL)

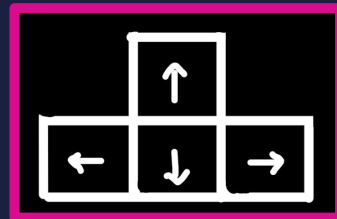


## Tetrominoes

Take the **original 7 shapes**, perhaps changing the colours?



## Game Window





## Controls

The **left/right keys** control how to move across, the **up/down keys** change the rotation and the **spacebar** places the shape




# STEPS TO MAKING THE GAME

1. Set up the game loop + add all definitions
  2. Create the grid
  3. Create the blocks + rotation points
  4. Make the blocks be able to move
  5. Make the blocks be able to rotate
  6. Check for collisions
  7. Check for the completed rows (to be able to self-delete)
  8. Make the game be able to lose/ create a game-over
  9. Create the interface
  10. Add a scoring system
  11. Add a level system (for faster fallings)
  12. Add sounds
- 
- 


# Thankfully

There are so many resources available to help with the difficult parts in coding!




**TUTORIAL** **TETRIS** **Pygame**

Python and Pygame Tutorial - Build Tetris! Full GameDev Course  
228K views · 4 years ago  
freeCodeCamp.org



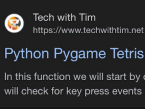
**TETRIS GAME FOR BEGINNERS**

Creating Tetris in Python with pygame - Beginner Tutorial (OOP)  
17K views · 6 months ago  
Programming With Nick



**TETRIS**

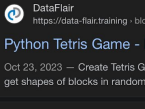
Detailed Tetris Tutorial in Python  
35K views · 10 months ago  
Coder Space



Tech with Tim  
<https://www.techwithtim.net> · tutorial...

**Python Pygame Tetris Tutorial #1**

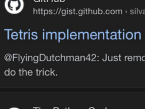
In this function we will start by defining some variables and then move into the while loop. Inside the while loop we will check for key press events and see if ...



DataFlair  
<https://data-flair.training> · blogs · p...

**Python Tetris Game - Develop Tetris using PyGame**

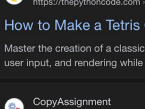
Oct 23, 2023 — Create Tetris Game Project in Python using pygame module to build Tetris game & random module to get shapes of blocks in random manner.



GitHub  
<https://gist.github.com> · silvesur

**Tetris implementation in Python**


@FlyingDutchman42: Just removing the self.draw\_matrix(self.next\_stone, (cols+1,2)) in the game drawing logic should do the trick.



The Python Code  
<https://thepythoncode.com> · article

**How to Make a Tetris Game using PyGame in Python**


Master the creation of a classic Tetris game using Pygame with this step-by-step tutorial. Learn to handle game logic, user input, and rendering while ...



CopyAssignment  
<https://copyassignment.com> · tetris...

**Tetris Game In Python Code**

Oct 8, 2022 — Complete code for the Tetris game in Python. We can build Tetris games in Python with the help of Pygame since it has a lot of functions for ...



Medium · Daniel Chuang



Wish me luck!

I need it....