My project is loosely based on the popular Russian video game, Tetris. In this game, the player controls a red/green/blue block as it slowly falls. The aim of the game is to match each block to its correct counterpart at the bottom of the screen. Each time a match is made, the current block disappears and a new block appears at the top of the screen. This continues until the player makes a mistake e.g. the current block does not match the block it hits at the bottom of the screen. To add an increasing sense of difficulty, the block moves faster as time progresses. Along with this, I found the code for a fully working game of Tetris on GitHub, which I analysed and added as a second optional game which the player can play.

The reason I chose to create this game is I wanted to create a simple game that was also somewhat original. I have always enjoyed Tetris, so a simplified version of this game seemed a natural choice.

I have worked on this project in the OOP2 and Peer to Peer Programming classes for the past month. Working on this project I have learned a lot more about GUI and game creation in Java, including creating an ‘arena’ of painted blocks and updating the arena each frame.