CS 232 Final Project Proposal – Tetris

I want to recreate the classic game, Tetris, using JPanel. It will have a finished UI and should be playable using keyboard controls , , , (rotating), [space bar] for dropping the shape directly.

Even though I am following in people’s footsteps and not coming up with original ideas for this project, I believe that in trying to recreate it, I will still be able to learn a lot in the process. I love playing video games, and it would be great if I can work in the gaming industry after completing my master’s program. This will be a great first step for me in creating my first game with Java, and hope you approve of this idea!

Here is my blueprint for it so far:

3 classes: Shape, Board, Tetris

public class Shape

Enum of Tetromino shapes:

- l shape

- J shape

- L shape

- O shape (box)

- S shape

- Z shape

- T shape

Colors of the shapes

Coordinates of where the shapes land (x & y)

public class Board

Board size

Timer

Pieces dropping

New piece

Line cleared

public class Tetris

Actually playing the game