Tetris Game
Designed by: Yael Homa, PJ Langas, and Oliver Ramirez

README File

<u>Getting started:</u>
- Make sure java is downloaded and updated to at least java 17
- Download our zip file and make sure the folder is on your computer hard drive, not in the cloud.

<u>Contents of our Program:</u>
Our zip file includes:
- This readme: file with information about how to run our program and how it works
- Run Class: Test.java
- Abstract Class: Block.java
- Classes extending Block: IBlock.java, JBlock.java, LBlock.java, OBlock.java, TBlock.java, SBlock.java, ZBlock.java
- Other classes: Board.java, Unit.java, Score.java, Game.java
- Score text file: Scores.txt → keeps track of user's high score

<u>Using the Program:</u>
To get the program running, make sure all contents of the program stay in the same folder and make sure everything we have explained that you need to be downloaded, is downloaded.
Do not rename files or edit the text file.

Unzip the zip file, open terminal, and route the directory to the folder location of the contents of our zipfile. Compile Test.java in the terminal using "javac Test.java" then run it using "java Test.java".

There is a chance that you may receive a *NoClassDefFoundError* when running the program after compilation. If this occurs, then you must manually compile each of the subclasses that extend Block listed in the program contents section using "javac <Block subclass>.java".

You should see a new window pop up containing a falling red block.

The goal of the game is to get as high of a score as possible. You get 100 points for clearing a row and one point for placing a block. The block travels at a constant speed down. To maneuver blocks, press the arrows on your keyboard. The up key rotates the block, and the side keys move the blocks sideways. Once the block reaches the bottom or touches another block, a new block is spawned. The game ends when any placed block touches the top row. Your score is displayed throughout the game, and when the game ends, if your high score is greater than your stored highscore, it is stored in a text file as your new high score for all future runs of the game. To play again, close the JFrame window and run the game again through the terminal. If you are done playing, you can tap the close button on the top of the JFrame window and close the terminal.