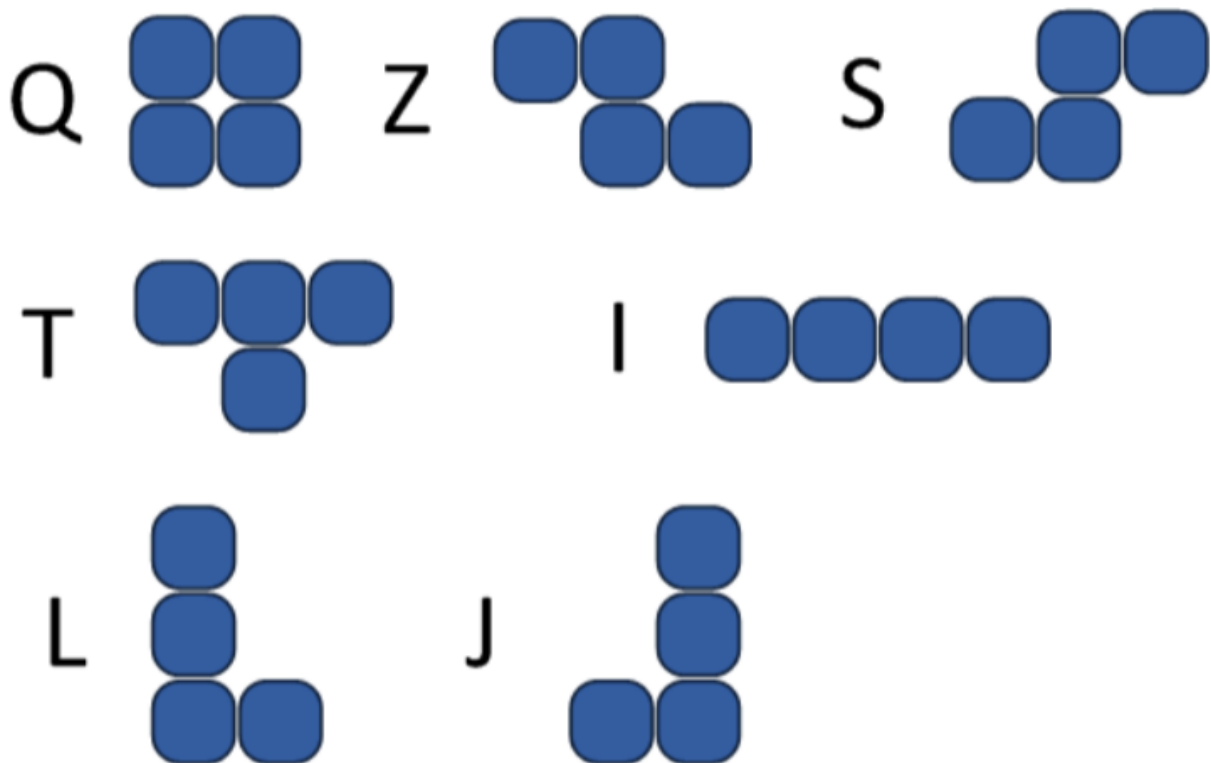


SiTE : Simplified Tetris Engine

SiTE is a simplified version of the tetris game engine. This is a console based application, which reads the sequence of shapes as an input to the game engine, and produces the resultant height (in number of rows) from the final state of the game as an output.

Shapes supported by this game engine are represented by letters, the letters used are Q, Z, S, T, I, L, and J. Check the below diagram for the representation for the shapes currently supported.



Features of this game engine.

- Continuously reads the input sequences and produces the output.
- Logs every state of the game.
- No libraries used for the game engine, except logging and codox for documentation.

Installation

Download [tetris-app-0.1.0-SNAPSHOT-standalone.jar](#)

Usage

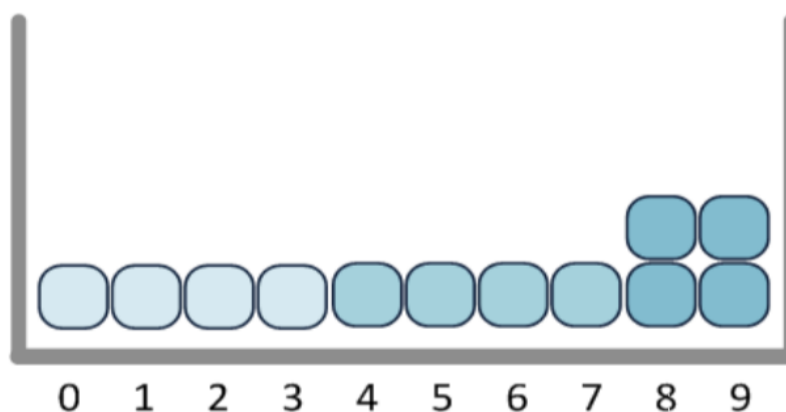
Run it as java standalone application.

```
$ java -jar tetris-app-0.1.0-standalone.jar  
$ java -jar tetris-app-0.1.0-standalone.jar < input.txt > output.tx
```

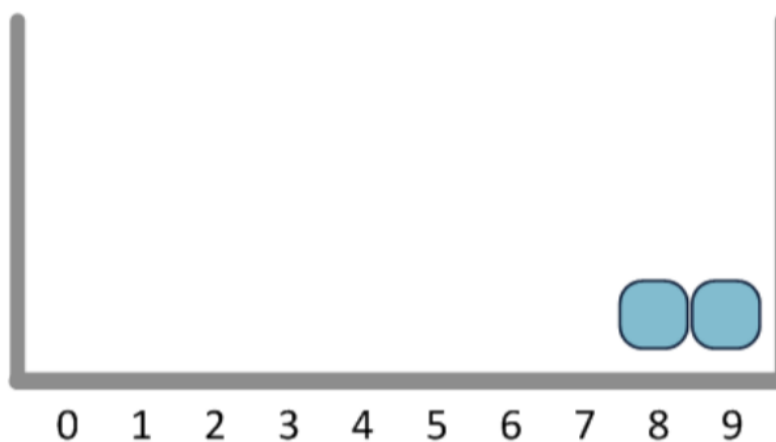
Examples

Example 1

A line in the input file contains "I0,I4,Q8" resulting in the following configuration.



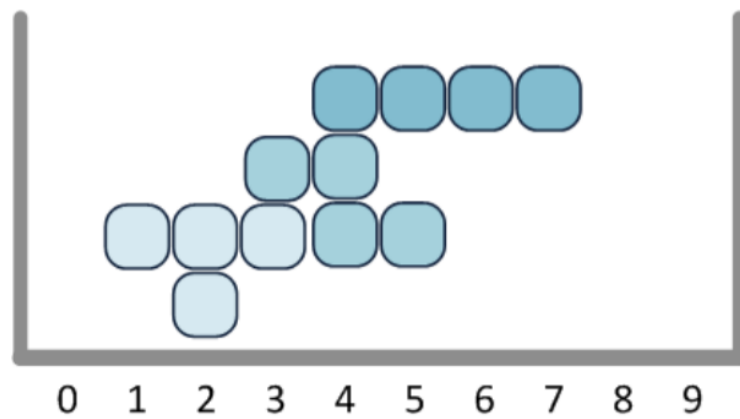
The filled bottom row then disappears.



Therefore, the output row for this sequence is "1".

Example 2

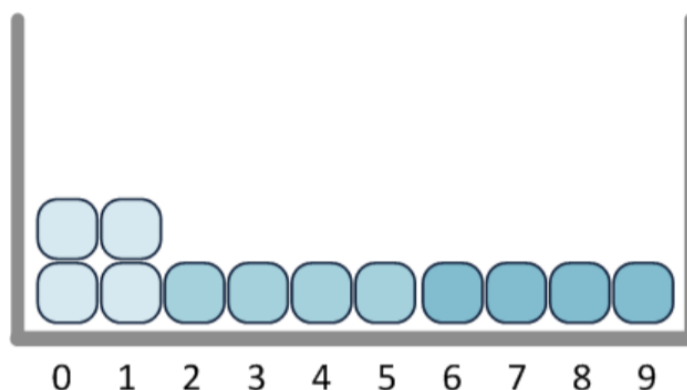
A line in the input file contains "T1,Z3,I4".



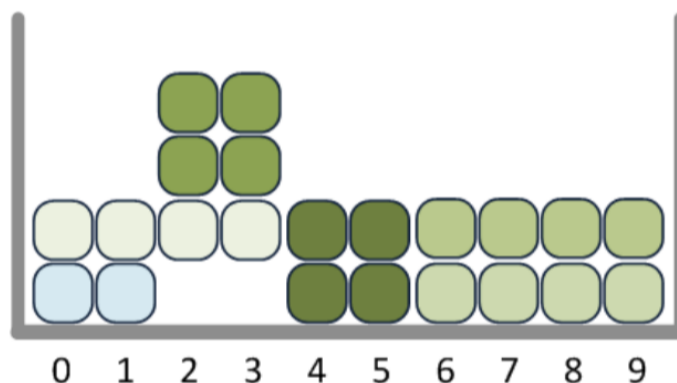
No rows are filled, so the output for this sequence is "4".

Example 3

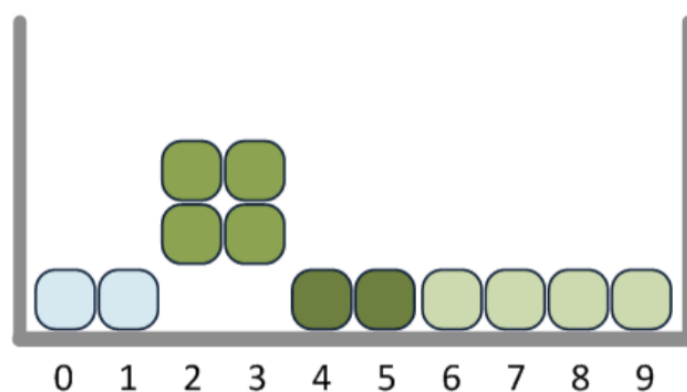
A line in the input file contains "Q0,I2,I6,I0,I6,I6,Q2,Q4". After the first three pieces drop, the result is as follows:



The bottom line is cleared, and after the next five pieces drop, here is the result:



The second line clears, and the final result is as follows:



Note that the rows drop as rows, and do not fill gaps in the rows below. So the final output for this test case is "3".

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