**Smart Tetris Project Report**

You can control the game by arrows. Up arrow rotates the block, down arrow speed it up and enter key drops it immediately. P can be used to pause the game while R is used to restart –You can restart the game even while it is not over-.

I created a Tiles class as a superclass of all kinds of tiles. It handles move, rotate, drawing and some more operations. There are also classes for each tile to shape them. And some of these class has their own rotation methods since they have different rotations from others. I implemented a class for Unit. Which moves the units, draw them and creates them. I implemented a TetrisGame class which makes the connection between user and game and handles game rules related situation. I created a Test class just to run program and switch between AI and classic mode. I created another class for AI called SmartTetris. Although it is called like this it is pretty dum ☺ It sets the pieces as low as possible. You can turn it on by commenting out the TetrisGame line in Test class and uncommenting the SmartTetris line.

I also added some additional features like score and point. Game speeds up as level increases. Level increases as score increases. I also enabled game over and pause options. You can stop the game and think while sipping your tea ☺ Teleportation and speeding the piece up are both enabled. Enter teleports it down while down arrow speeds it up.

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