The goal of this worksheet is to allow you to play a game while also thinking about the programming concepts used to create it.

Game: **Tetris**

*Setup: Visit* [*http://tetris.com/play-tetris-flash/*](http://tetris.com/play-tetris-flash/) *in your web browser*

For the first few minutes learn how to play the game. Afterwards start to think about the programming concepts that you know so you can answer the questions below. If you have any questions about the programming concepts in this sheet, ask me about it!

1. **What is a function? What is a variable? What’s the difference?**
2. **Come up with 3 variables that could be in the game. Please write them as you would in a JavaScript program. Ex: var level = 5, var shape = “square”;**
3. **2 possible functions that could be used and what their names would be. An example is below:**

**//this function takes the height of the block as a parameter**

**//then it removes one from the position to show that it has moved down the screen**

**//it then returns the new position**

**function moveDown ( blockPosition ) {**

**blockPosition = blockPosition – 1;**

**return blockPosition;**

**}**

**function \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( ) {**

**}**

**function \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( ) {**

**}**