

Web Programming Midterm Project

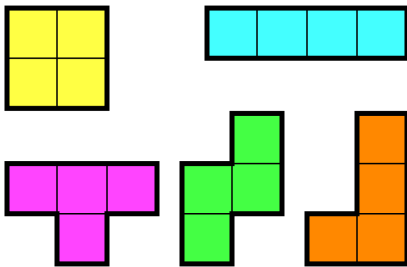
Tetris-like game development

Deadline: 2022/11/25 11:59pm

1. HTML UI Elements: (20%)

- HTML Canvas
- Buttons: Start, Left, Right, Rotate, Reset
- Text on the Canvas: Score
- Design your own blocks and UIs: 15%

2. 8 Tetris Blocks (20%)



- 5 general Tetris blocks as shown above. 10%
- Extra blocks for "CSIE" (I is already includes in general blocks). 10%

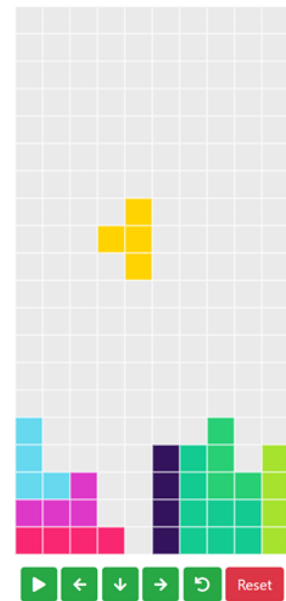
3. Animation (20%)

- Randomly select one of the 8 blocks and appear from the top of the game area. 5%
- Automatically Move 1 unit down each second (let it Disappear when it exceeds the bottom) 5%
- The next block will appear from the top when the current one move 5 units down 5%
- The first four blocks are: C. S. I. E and the rest is random 5%

4. Interactive Control with the buttons: (40%)

- Start/Reset: Start the animation and clear the canvas and score 5%
- Left: move to the left 5%
- Right: move to the right. 5%
- Rotate: rotate the blocks clockwise. 10%
- You can use mouse to select which block you would like to control 10%
 - The block is selected if the mouse click inside the block's bounding box.
- The selected block should be highlighted with a red bold contour 5%

Score: 0



bounding box

