

Client

Server

Web Service

Window

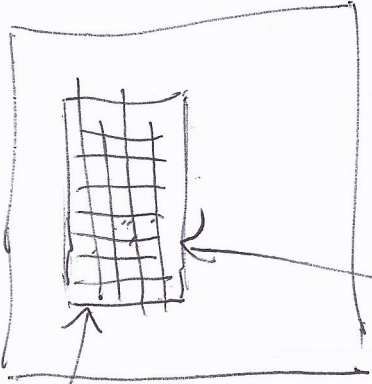


Table of  
Objects  
AJAX

Update Display  
using Ajax

Every Second  
Timer

send  
any  
Keypresses

automatic?

Parse grid  
into XML +  
Send with Key  
presses to web service

To Do

Define XML structure, if necessary.  
Make Ajax work.  
Make graphics work.

Serialize back to XML  
Send back to server  
with game states  
e.g. game over,  
continue.

automatic?

Parse XML.  
move active block  
down + 1  
Remove any completed  
rows  
respond to  
commands.

# Shape

properties -

active - boolean.

Shape config. -

Co-ords [5]  $\rightarrow$  0,1, 0,2, 0,3, 0,4

colour - enumeration.

## Down

- check if any blocks at bottom.

- check if any blocks are underneath in the space  
it wants to move to, ~~and the block~~

$\rightarrow$  if true, is the block one of its own?

if so, ignore.

- ~~remembered~~ turn all current blocks white.

- redraw all blocks again in their new location.

Board

Shapes collection.  
return shape.

generate table()

if loop all shapes

- if -1 then false

- if prev. shape has x.y. coords then  
false.

# Game

properties -

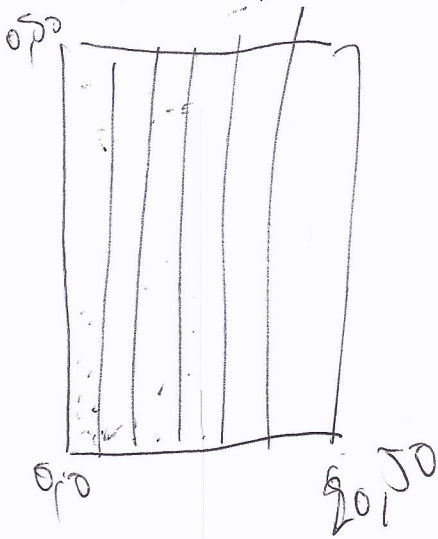
~~name~~ ~~status~~ Player object."

status - enumeration - playing, pause, gameOver.

shapes list - collection of shapes objects.

activeShape shape

board [50, 20]



next Shape - shape.