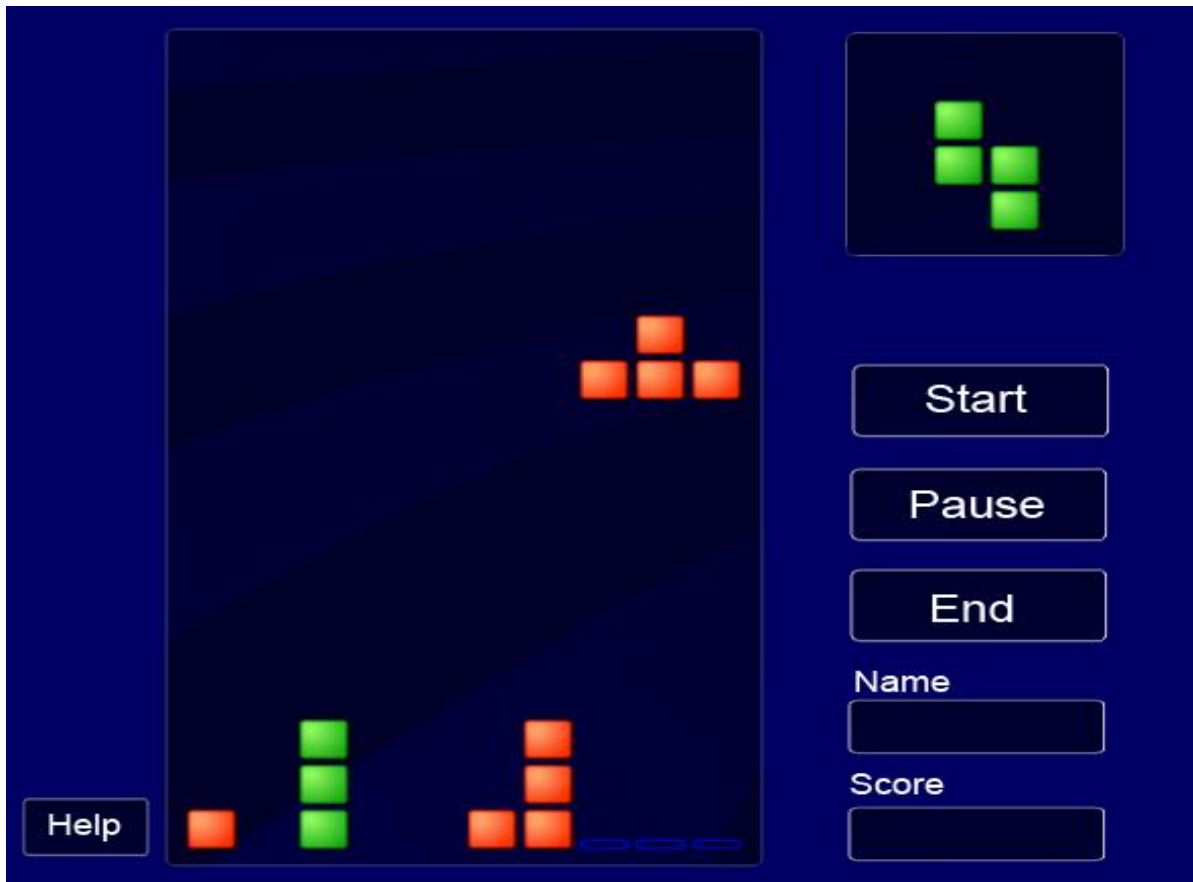# Project Description

Task:

Implement an online Tetris game.

      1. Create the front end at client side using HTML, CSS.   An example of the interface:

   But doesn't need to be exactly the same. Be creative.

2. Implement the client side basic tetris logic in JavaScript
   keypress control movement, left, right, rotate, boundary check, collaps,

   start game, pause game, end game, help infor

3. Implement some server side backend functionalities using PHP, MySQL.
   These functionalities include: user information in database including name and score and some additional info.
   information create, information retrieve, information update.

Submission

Hand in the source code and project report.

Project report basically sumarize the work, highlight the design, and implemention tricks, issues, etc.
No requirement for number of pages, as long as it looks complete and clear.

Grading

Functionalities: (total 70%)
   back and front end user info : 30%
   basic function like different shape, drop, left, right, rotate: 25%
   boundary check: 10%
   collapse: 5%

Look: 10%

Report: 10%

Exceed expectation: 10

Demo and Due

Project demo will be in week 10

submision due date is: December 11, 2014