

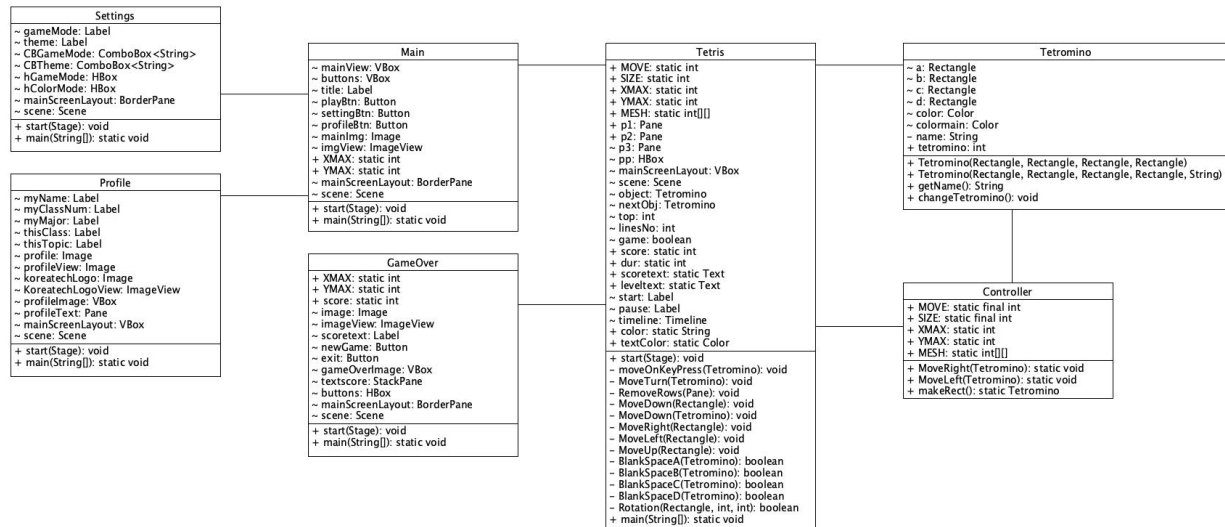
# Java Programming (CSE220): Project Report

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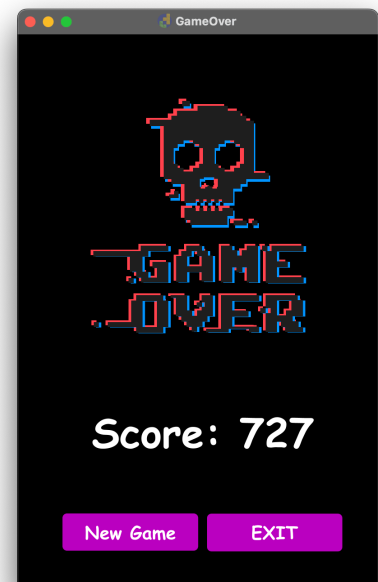
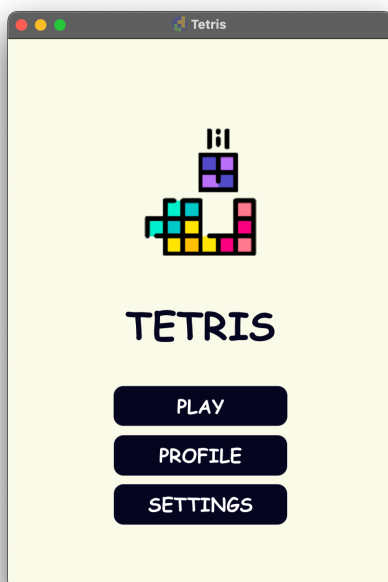
## Project Title: Tetris

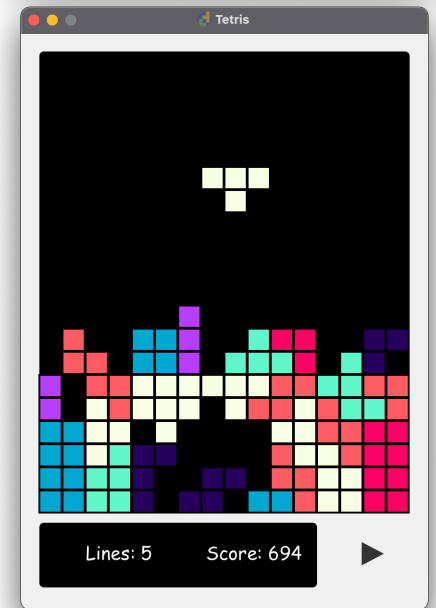
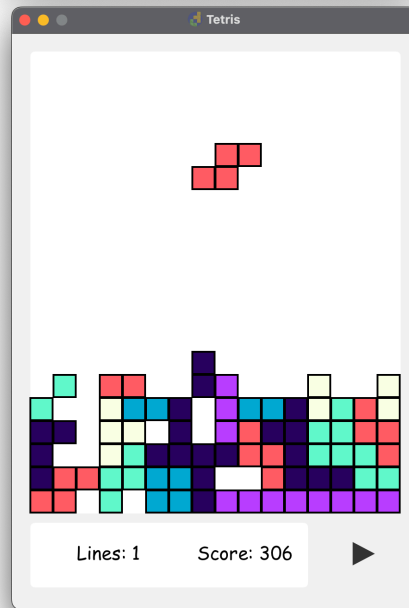
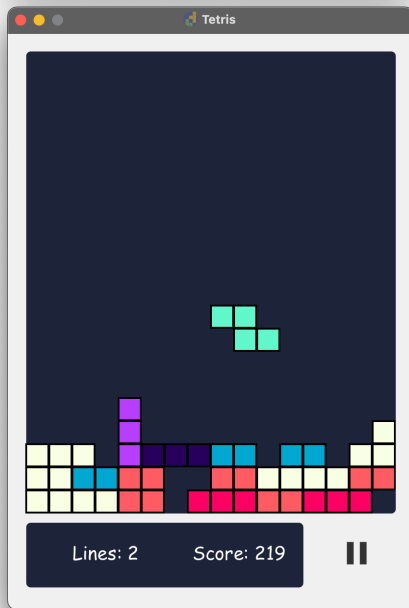
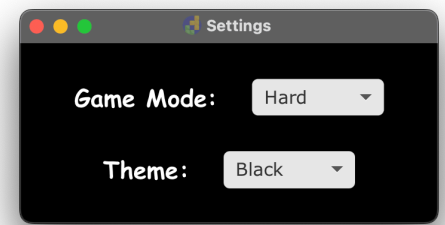
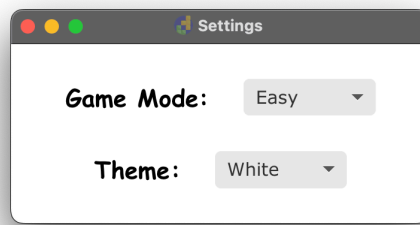
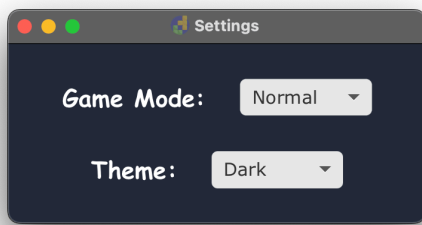
**Introduction:** In this project, a game called Tetris was implemented using JavaFX. This code consists of a total of 7 classes. There is a Main class that makes up the game start screen, and you can enter three classes through three buttons in that class. One of them is a Profile class that shows my profile information, and the other is a Settings class that allows you to set the difficulty and theme of the game. Another is the Tetris class that runs the Tetris game. This class contains functions such as mouse click events for the game and implementation of the game board, and there are two additional classes needed to configure the game. The Tetromino class is a class for creating four Tetrominoes, and there is a Controller class that has the ability to control this Tetromino with a keyboard.

## Design (Class Diagram)



## Results/Output





## Conclusion

Through this project, I successfully implemented the Tetris game using JavaFX. Consisting of a total of 7 classes, the code provides a variety of functions, including game start screen, profile information, game settings, and actual Tetris game execution. Implementations of the Tetris game include the ability to handle game boards, mouse click events, generate Tetromino and operate with a keyboard. This allows users to enjoy the game with the desired level of difficulty and theme, and also allows them to check the developer's profile information. This project will help me have a basic understanding of game development using JavaFX and help me lay the groundwork for more complex game implementations in the future.