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APCS2 pd2
Final Project Proposal
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Tetris

OVERVIEW

This project will be a a tetris game with two versions: normal and advanced. In the normal version, the user will be given blocks of different shapes and they will have to organize them so that a complete row is filled. The player loses if the well is filled up. Different shaped blocks are falling down. The player move them left and right. Once filled, the row is complete, it is removed and everything on top of it moves down. The advanced version will contain all parts of the normal levels, but the screen will occasionally rotate randomly. For both, there are infinite levels, but level 29 is impossible for humans to pass.

PROGRAM OUTLINE

Each part of the program is a subclass of the Main class. The User class has all the attributes and methods needed for the user to interact with the program based on the user's keyboard input. The scoreboard subclass keeps track of and displays the scores at the end of each game, and saves them in a spreadsheet for future reference. Lastly, the Blocks subclass creates the blocks used in the game. This subclass has 7 subclasses: each representing each type of block.

TO-DO LIST

1. Tetris class and its subclass
2. Driver class in the Processing
3. User Class
4. Scoreboard

ROUGH TIMELINE

MAY 25 → Start project
MAY 29 → Complete final proposal
JUNE 02 → Start writing program
JUNE 06 → Finish writing program
JUNE 07 → Make final edits
JUNE 08 → Submit project