

# Tetris

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# Design Patterns

## Flyweight:

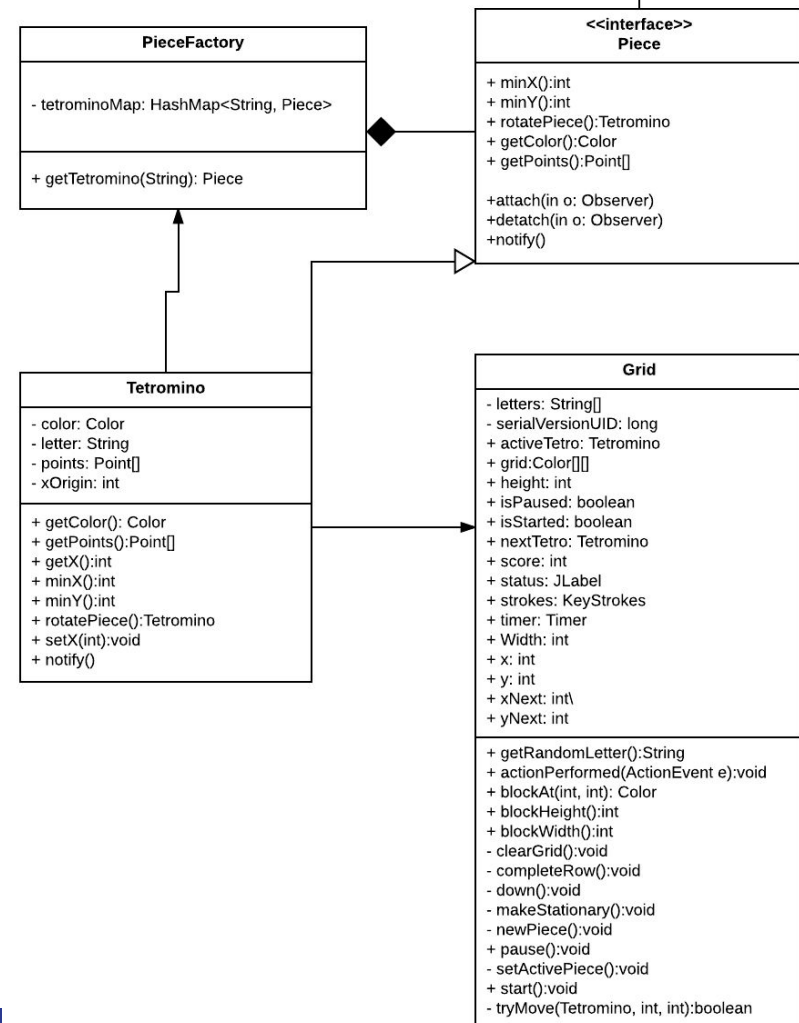
- Generating Tetrominoes (L, J, I, O, Z, S)
- Managing piece actions (rotation, side-to-side, down)
- Storing stationary pieces

## Observer:

- For active piece (Tetromino) add a listener for arrow key strokes
- Update game accordingly



# Flyweight: Class Diagram



# Flyweight: Implementation

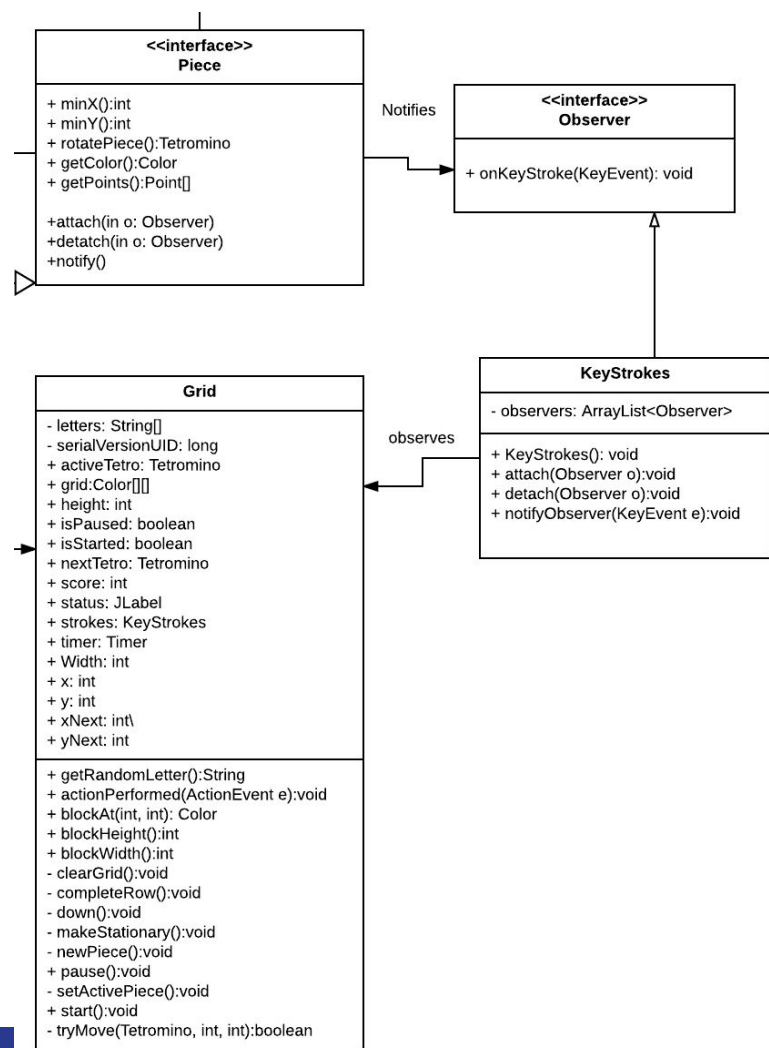
- Piece interface
- Concrete class Tetromino implementing the Piece interface
- Piece Factory for generating Tetrominoes
- Grid class acts as client

```
import java.util.HashMap;

public class PieceFactory {
    private static final HashMap<String, Piece> tetrominoMap = new HashMap();

    public static Piece getTetromino(String letter) {
        //attempt to get piece from map
        Tetromino tetromino = (Tetromino)tetrominoMap.get(letter);
```

# Observer: Class Diagram



# Observer: Implementation

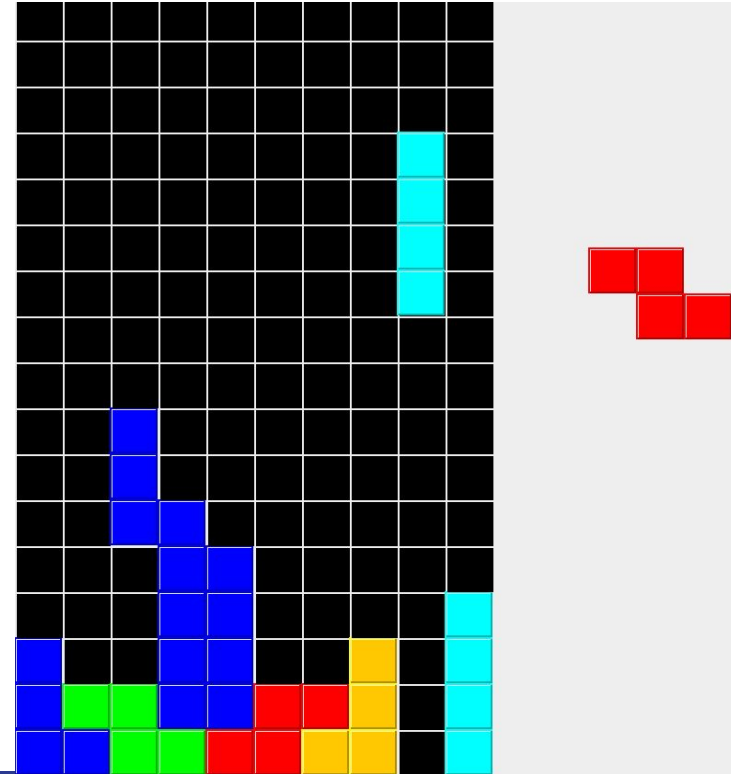
- Observer Interface - Subscriber
- KeyStroke Class - Publisher (subject)
- Tetromino Class - Concrete Subject
- Grid Class - Concrete Observer

```
,  
protected void notifyObserver(KeyEvent key) {  
    this.observers.forEach(observer -> observer.onKeyStroke(key));  
}
```

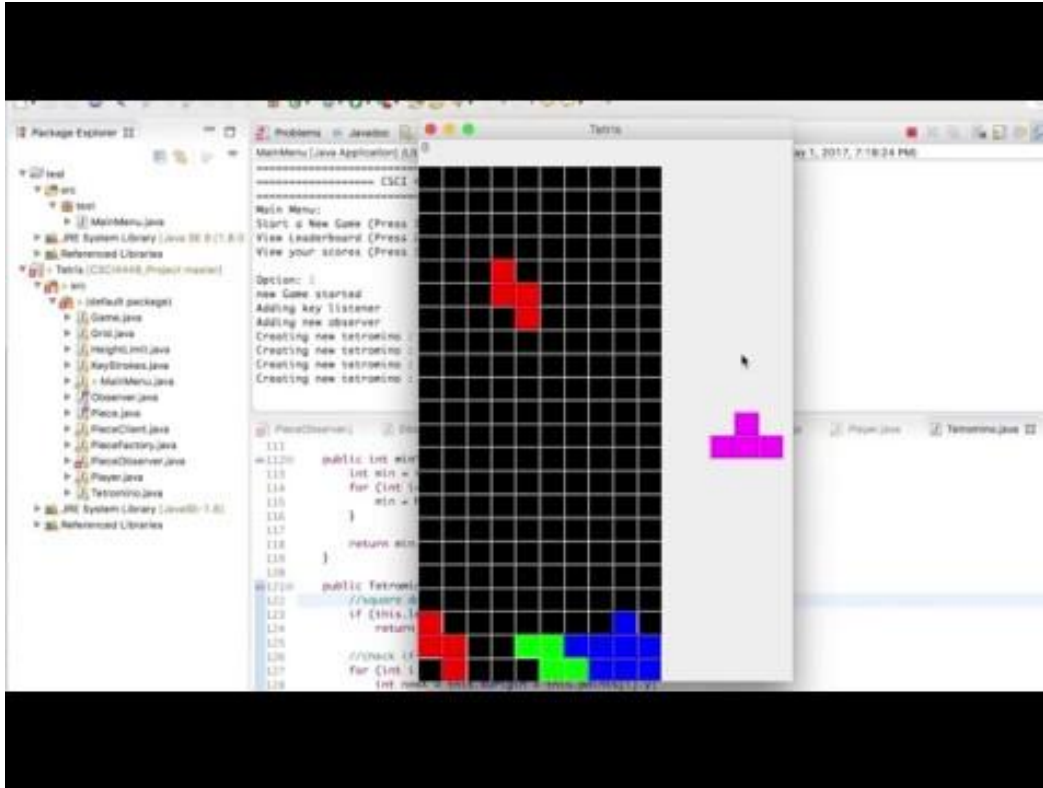


## Use Case UC-04 - View Next Piece

User can view the next piece that will be active.



# Sped Up Demo





# Full Length Demo

Must be logged in with @Colorado.edu email:

<https://drive.google.com/a/colorado.edu/file/d/0B2qaf1NOE-VIRkd3Q2UtZnh3OFU/view?usp=sharing>

