Tetris

Mini-Assignment: Monday, November 4th, 11:59 pm
Early Handin: Friday, November 15th, 11:59pm
On-Time Handin: Sunday, November 17th, 11:59pm
Late Handin: Tuesday, November 19th, 11:59pm

To run the demo: cs0150_runDemo Tetris
To run the snazzy demos: cs0150_runSnazzyDemo Tetris

* Demos may not work well over ssh! Try FastX or the Sunlab. *

To install: cs0150_install Tetris
To hand in: cs0150_handin Tetris

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**IMPORTANT NOTE:** Make sure to read and understand both the **MINIMUM FUNCTIONALITY REQUIREMENTS** and the **ASSIGNMENT SPECIFICATIONS**. You are responsible for all of the features listed in both of those sections and will be graded accordingly. Failure to read part of either section is not grounds for a grade complaint.

For this project, you **MUST** code incrementally. TAs have the right to **turn you away** at hours if they see you are implementing and not completing multiple parts of the project simultaneously.
Silly Premise

The warehouse got a machine that stacks boxes easily; however, the machine broke and now boxes are all over the place!

It is your mission to help them stack the boxes in rows and dispatch them to all the buyers!

The Office has come a long way growing during the semester: Dwight has mastered his katana skills, Dwight also created the best cartoon to represent the Schrute family, and guiding Recyclops through a maze. But things just don’t feel right... like they are not, hmmm, quite in place. Help things fall together for The Office by building the age old game of Tetris.

Concepts Covered

- Arrays
- The Factory Pattern
- Designing a large program

Assignment Specifications

Your assignment is to write the CS15 version of the incredibly addictive game of Tetris. If you are not familiar with Tetris, you should run the demo as soon as possible in order to see how the game works. There are many renegade versions of Tetris out there, with slight differences among them; to give you a better idea of what your assignment entails, read the following description of how the CS15 version of Tetris behaves.

When the game starts, only an empty board with borders drawn around its edges should be displayed. A Tetris piece, chosen randomly from the seven possible Tetris pieces shown below, should appear at the top of the board.
This piece should fall by moving down the board, one row at a time. A piece cannot fall into a square already occupied by a previously fallen piece. When a piece can fall no further, it should stop moving. A new random piece should then appear at the top of the board and begin to fall.

As pieces fall, rows (or horizontal lines) of occupied squares spanning the board's width may form. When such a line is formed, it disappears and all the squares above it fall down one line to fill the newly empty row. This process continues until there is either (1) a piece in the top row of the board or (2) there is no more room for a new piece to be generated (no overlapping pieces). The game is then over, and everything on the board should stop completely - pieces should stop being generated or moving, and the piece should not be able to be moved by pressing any keys. A message should be displayed to let the user know that the game is over.

![Tetris Pieces](image.png)

**The seven Tetris pieces:** Each is an arrangement of four connected squares

While a piece is falling, the player may rotate or shift it by pressing certain keys on the keyboard:

- **Pressing the left arrow** should shift the piece one square to the left.
- **Pressing the right arrow** should shift the piece one square to the right.
- **Pressing the up arrow** should rotate the piece counter-clockwise by ninety degrees.

  **Note that square pieces should neither rotate nor move even if up is pressed.**

- **At regular intervals,** the piece should fall one row at a time. Pressing the **down arrow** should drop the piece an additional row each time, making the piece fall more quickly.
- **The player should be able to drop the piece by pressing the spacebar. This is an integral part of the game (otherwise the game would go very slowly). Please make sure that this feature is implemented.** By dropping a piece, the player forfeits his/her chance to manipulate the piece any further and the piece simply falls as far as it can.

The player should be able to pause the game at any time by pressing ‘p’. Pressing ‘p’ again should allow the user to resume play. **When the game is paused or over, text should be displayed to notify the user, and the user should no longer be able to manipulate pieces.**

To reiterate, your program should have the following functionality (all of which can be seen in the demo):

- The seven pieces pictured above should be randomly generated
- At the start of the game, a random piece should appear and move down the screen, one square at a time
● Pieces should stop moving when they can fall no further; a new randomly generated piece should then appear at the top and fall down the screen
● When a row is full, it should be cleared and every row above it should move down
● User input summary:
  ○ Pressing the left and right arrow keys should move the current piece left and right if this would not move the piece into an occupied square or offscreen
  ○ Pressing the up arrow key should rotate the current piece 90 degrees counterclockwise. Pressing up should not affect the square piece visually.
  ○ Pressing the down arrow key should move the piece down one row
  ○ Pressing the spacebar should drop the piece as far as it can go, maintaining current rotation and left/right position
  ○ Pressing the ‘p’ key should pause the game if it is running, unpause it if it is paused - when paused, text should be displayed to alert the user, and the piece should not be able to be manipulated with the arrow keys or space bar.
● When a piece is in the top row of the board or there is no room for a new piece to appear (no overlapping pieces), the game is over. Text should be displayed to alert the user, and the piece should no longer move either due to a timeline or due to key input.
● A quit button

Important Prelude

As with DoodleJump, you should start early and code incrementally. Design the entire program before you start coding! Come to TA Hours only with bugs that you can't solve on your own (and with conceptual questions as they arise). Printlines and other resources we've provided will help you fix most problems that you face (there is a debugging guide on the website).

If you go to TA hours seeking debugging help, be prepared to show the TA extensive debugging efforts. If the TA feels that you haven’t spent enough time trying to solve the bug, they have the right to refuse you. It is in your best interest to remove yourself from the list if you resolve your bug or feel as though you haven’t debugged sufficiently, if you don’t you will get turned away and have to wait an hour to sign up again (as per the TA hours policy).

Design Considerations

There are several new concepts used in this assignment. Before you start designing and coding Tetris, you should make sure that you completely understand all of the concepts listed in this handout. Be sure to review the lecture slides, read Piazza, and visit Conceptual hours and/or TA hours if you need further clarification. Tetris will be much easier to design and code if you thoroughly understand these concepts before you start.
Run the Tetris demo. Once you are familiar with how the CS15 version of the game behaves, you should think critically about your design. You will want to think about how to:

- Randomly create the different pieces
- Make it easy to add new types of pieces (extensibility)
- Make new pieces appear at the top of the board
- Keep track of each piece's current location
- Make pieces fall
- Shift pieces to the left or to the right
- Rotate pieces
- Check if a desired move is legal - i.e., do not move a piece into a square that’s already occupied or outside the edges of the board
- Keep track of where the pieces have fallen
- Check if a row has been formed
- Update the board after a horizontal line disappears
- Stop the piece when the game is paused
- Check for the end of the game
- Prevent user input when the game is paused
- Actually stop playing the game and start coding

Note: You’ll notice that in many cases, there are several different objects that could handle a desired functionality. For example, either the piece or the board could be responsible for checking move legality. When making design decisions, think carefully about the tradeoffs between designs. All designs have their pros and cons, make sure your decisions are well justified for your design discussion and in your header comments!

The Pieces:

One major design consideration for the Pieces is how to create seven different Piece shapes while factoring out as much code as possible.

You will be using random numbers to decide which one of the seven possible Tetris piece shapes will be the next to appear (Remember Math.random() from DoodleJump?). How can you employ the factory pattern to your advantage? Take a look at the Making Decisions lecture for more information.

You’ll also need to consider how you want to add the individual squares in your Pieces to the Scene Graph so that they are displayed on the screen. Hint: Look at the JavaFX Lab for a detailed discussion of (and our recommendation for) different ways of adding shapes that are contained in a separate class to a Pane.
Moving and Rotating Pieces:

When the user tries to move a piece to a new location, the piece should move only if the new location is not already occupied by a previously fallen piece and is not beyond the edges of the board.

In other words, if you are keeping track of already occupied squares within a board, then as the current piece falls, you simply have to check with the board to see if the squares where it wants to move are already occupied. This same sort of checking should be used for rotations. If all squares of the Tetris piece can make a valid move, then the piece can move/rotate; if any one of these squares is not free, then the piece cannot move/rotate.

Properly rotating a piece can be tricky, so here’s some of the math. To move a point 90 degrees counterclockwise in a circle around another point, you can use these formulas:

\[
\begin{align*}
\text{newXLocation} &= \text{centerOfRotationX} - \text{centerOfRotationY} + \text{oldYLocation} \\
\text{ newYLocation} &= \text{centerOfRotationY} + \text{centerOfRotationX} - \text{oldXLocation}
\end{align*}
\]

where \text{ newXLocation} and \text{ newYLocation} are the new coordinates of the point being moved, \text{ centerOfRotationX} and \text{ centerOfRotationY} are the coordinates of the fixed point around which this point is moving, and \text{ oldXLocation} and \text{ oldYLocation} are the original coordinates of the point being moved. Note that this assumes that the positive y-axis points down (as Java does).

Animation and Timelines:

Like in previous projects, you’ll find a Timeline useful in controlling your pieces. Take a look at the Graphics Pt. II lecture if you need to review tips and tricks for Timelines.

Piece-Board Interaction:

The relationship between a piece and the board is as follows:

- Once a piece has fallen, the squares from that piece should (1) remain on the screen in their original color, (2) block other pieces' motion, and (3) be able to be removed from the board in rows.
  - When clearing lines:
    - You may only be removing part of what used to be a whole Tetris piece.
    - Once a row has been removed, all the rows above it should move down one row.

Remember: Whenever you want to add or remove a Node, you need to add or remove that Node to/from the Scene Graph in order to see a visible change.
- Prevent pieces from moving or rotating off the edge of the board. You could do this by checking the boundaries of your board's array, but it might be easier to come up with a design that allows edge-checking to occur in the same way as checking occupied squares within the board.

  **Hint:** Take a look at the demo and think about how you might accomplish this.

**Constants Class:**

Tetris is a great program in which to use constants, which you are familiar with from DoodleJump and Cartoon. For Tetris, you'll need to make your own **Constants** class and define **public static final constants** within it. Take into consideration both numbers and objects that never change. **Hint:** does the arrangement of each of the 7 pieces ever change? Can this be reflected in **Constants**? A **Constant** does not have to be an integer!

**Keyboard Interaction:**

It's that time again! You will once again be implementing keyboard interaction to allow the user to shift, rotate, and drop pieces, as well as pause the game.

As with before, the method we recommend involves using the interface `javafx.event.EventHandler<KeyEvent>`. You are welcome to use other ways of implementing keyboard interaction, of course, as long as they are readable and function well (but be aware that the TAs may not be familiar with a different implementation).

If you need to brush up on your keyboard-wizarding skills, refer to the Javadocs, [JavaFX Guide Keyboard Interaction section](https://docs.oracle.com/javase/8/docs/api/javafx/event/EventHandler.html), or [DoodleJump Handout](https://docs.oracle.com/javase/8/docs/api/javafx/event/EventHandler.html) for pointers.

For a complete list of the different **KeyCode**s, go to: [Javadocs](https://docs.oracle.com/javase/8/docs/api/javafx/event/EventHandler.html).

**User Input Summary:**

Here’s a handy summary of all the required user inputs and what they should do:

- **Left Arrow Key:** Moves currently falling piece one space to the left
- **Right Arrow Key:** Moves currently falling piece one space to the right
- **Up Arrow Key:** Rotates currently falling piece 90° counter-clockwise
- **Down Arrow Key:** Moves the currently falling piece one space down
- **Spacebar:** Drops the current piece as far as it can go
- **‘P’ Key:** Pauses/unpauses the game
README

As always, you are expected to create a README to accompany your project. Refer to the README guide for information on what your README should contain and how you should format it. If you decide to implement any extra credit, please detail it in an EXTRA CREDIT section.

Note that you do not need to explain or list out all of your methods in your README - header and in-line comments explaining these in your program will be sufficient. As in previous projects, you are required to turn in your containment diagram as part of your README.

Just a reminder that TAs do read your README during grading, so writing a thorough README detailing any major design considerations is essential, especially for a project as intensive as Tetris.

Coding Incrementally

We suggest coming up with an incremental plan to approach your project before you begin coding. Unlike DoodleJump, we will not be including this in the handout - it’s now your turn to come up with a plan! This will be a part of the Tetris Mini-Assignment.

Bells & Whistles

There is plenty of room for creativity in this assignment. Remember: First get your program to meet the specs; then, if time permits, go ahead and add Bells & Whistles! Late projects get no points for extra credit.

Play with the snazzy demos for good ideas! Here are some additional suggestions for Bells & Whistles:

- Keep score and line count (remember: completing 4 lines at once is a Tetris!).
- Make the game progressively harder (e.g., make the pieces drop progressively faster) as the player completes more and more lines.
- Allow the player to restart the game at any time (i.e., aborting the current game and starting a new game immediately).
- Allow the user to see the next piece which will fall down the screen.
- Give the user the ability to ‘store’ a piece they don’t want to use right now for later use.
- 2-Player Tetris
- 2-Player Tetris against AI
Anything you can think of! (except music, since department machines often don’t support sound)

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Minimum Functionality Requirements

MF Policy Summary: In order to pass CS15, you will have to meet minimum functionality requirements for all projects. If you don’t meet them the first time around, you may hand the project in again until you succeed, but you will keep your original grade. MF requirements are not the same as the requirements for full credit on the project. You should attempt the full requirements on every project to keep pace with the course material. An ‘A’ project would meet all of the requirements enumerated in the assignment specification section of the handout and have good design and code style.

To meet minimum functionality for Tetris:

- There are at least 6 kinds of randomly generated pieces that fall down the screen using a Timeline.
- User can move pieces left and right with the arrow keys.
- Must be able to rotate pieces to 4 rotate positions in “open space”, preserving the layout/shape of the Piece.
- Pieces cannot move through/overlap other pieces when falling or moving.
- Lines clear when full, and board updates graphically and logically
  - When a line is full, all blocks in it should disappear and all pieces above should move down
  - Subsequent pieces should not “float on air” after a line has been cleared
- If a newly generated piece cannot move, pieces should stop automatically moving and being generated (game over).

Start Early... Start Today... Start Yesterday!!!

Good Luck! Joyous Coding!