

CS 378 - Game Technology - Homework #3

This homework is worth **10%** of your grade

Due Date: Feb 27th. 2007

For this homework, you will implement the Tetris game. Since you're all familiar with the game, I will not describe the game rules.

The objective of this homework closing the loop between the user input and the graphics display: you will be implementing a real-time game that receives and processes the user input, updates the game state and displays the game state.

Here're the required components:

- You should have the six different block types (all possible combinations of four squares).
- You should allow the user to manipulate how the pieces fall and rotate like the Tetris game.
- You should keep track of the score as a function of the number of horizontal lines the user finished.
- You should have a main menu with the following options that the user can select using mouse or the direction keys and enter:
 - New game - This should start a new game
 - Controls - This should display the controls for your game
 - Quit - This should quit the game

The submission instructions are on the web page.