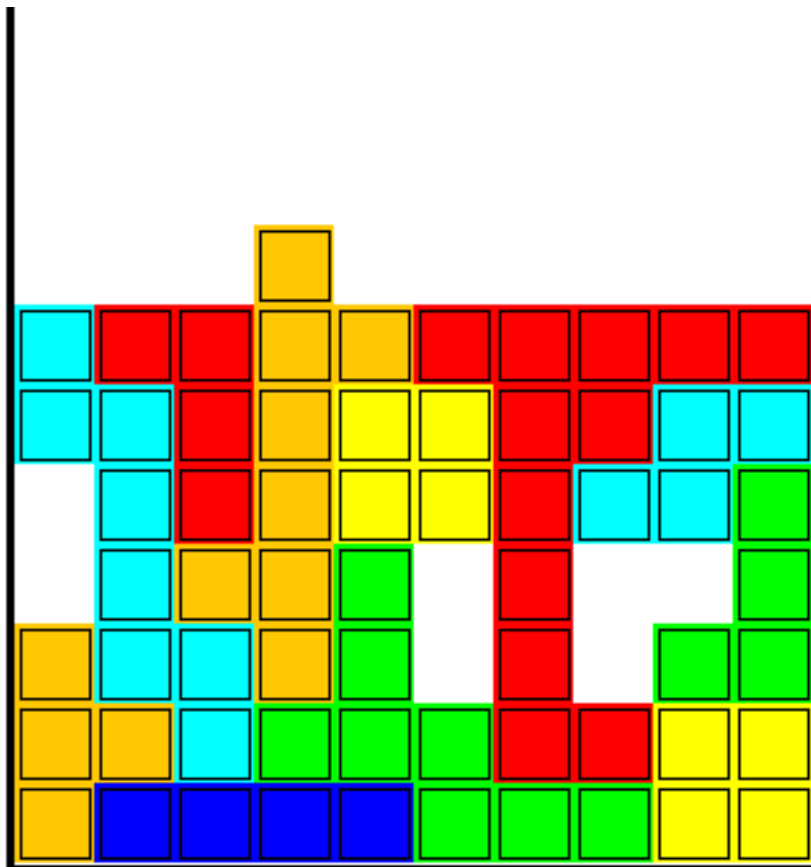


Advanced Graphics Programming	Unit 09 Lab
Tetris	80, 90, 100 Point Versions
Assignment Purpose: Complete the final stages of the Tetris game.	

Stage 11 of the Tetris Case Study leaves the game incomplete. Much is finished, but three important features of the game are not present. Each feature is a graded point version of the lab assignment.

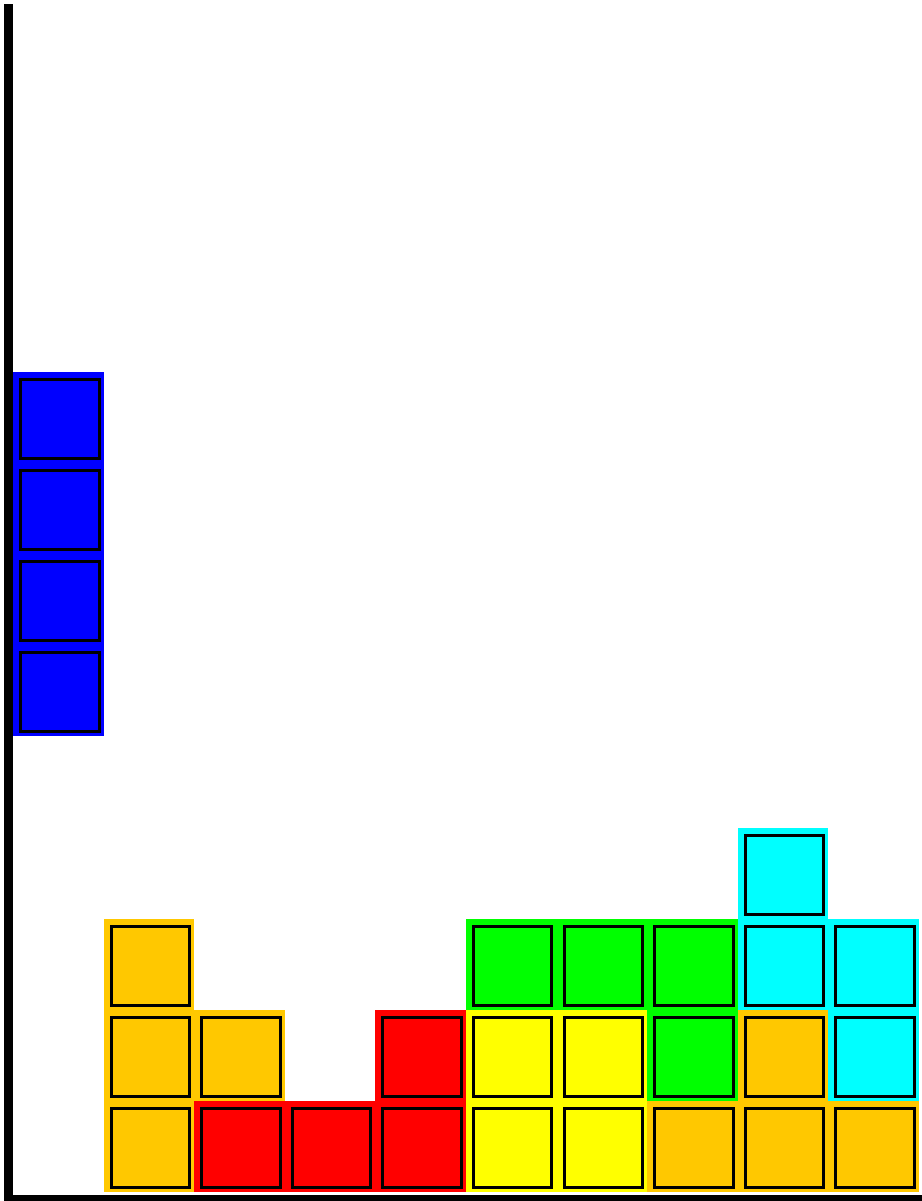
80-Point Version

The partial game display below was created with the Stage 11 version. You see many pieces that fit tightly and other that leave blank spaces. There are a total of four rows that are totally complete. With that type of game the play field will quickly fill up, even if all spaces are filled tightly. For the 80-points version you need to delete a row the moment it is filled completely.



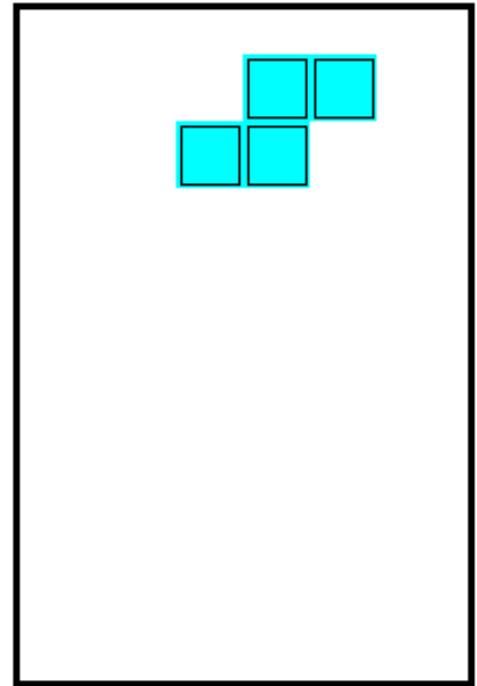
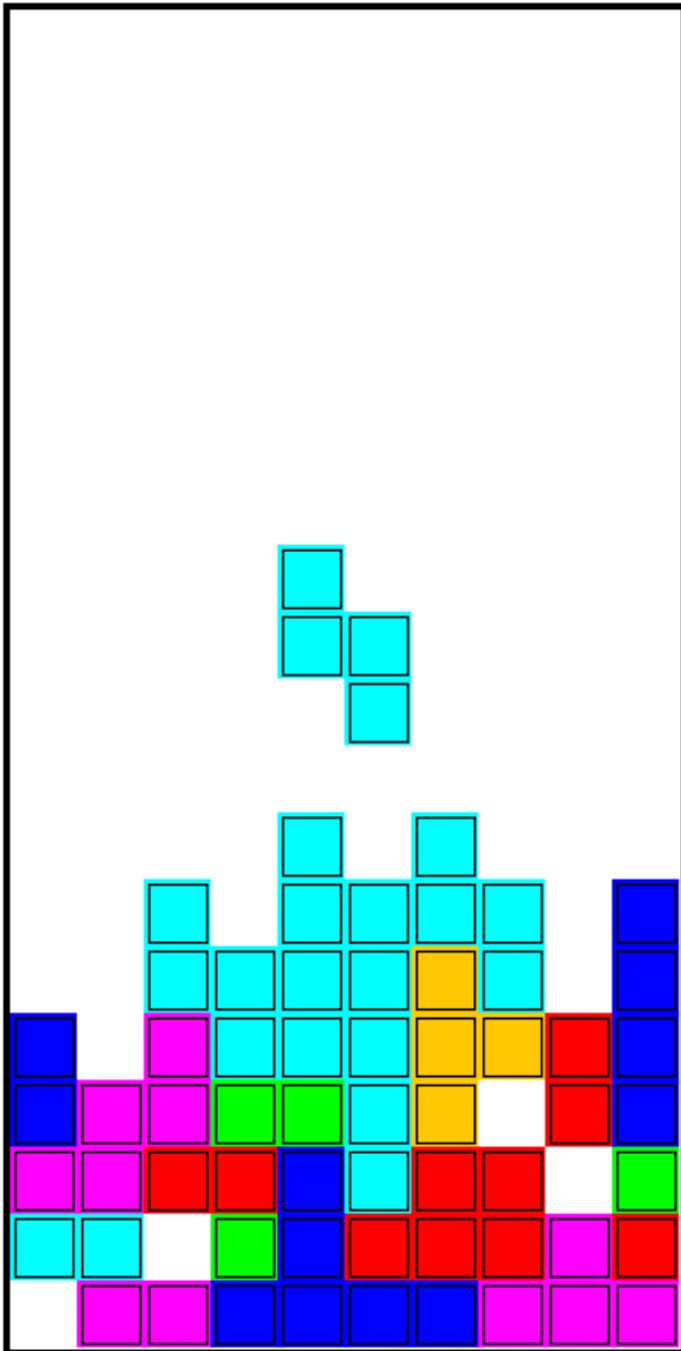
90-Point Version

The pieces move quite slowly to their final destination. This is no problem when you are manipulating a piece into the right direction and location. Once the piece is lined up, you want to move on. In the picture below, the blue Tetris piece is perfectly lined up and pressing the down-arrow key should make the piece quickly "drop down" into its final rest location.



100-Point Version

The 100-Point version requires score keeping. For each Tetris piece that reaches the bottom the score is increased by **1** point. For each complete row that is deleted the score is increased by **10** points. The game also needs to include a window where the running score is constantly updated and displayed, as shown below.



Score: 90