VISVESVARAYA TECHNOLOGICAL UNIVERSITY,

BELAGAVI - 590 018

Mini Project Report

On

"TETRIS GAME"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18CSMP68)

in

COMPUTER SCIENCE AND ENGINEERING

Submitted by

SNEHA G	**4AL18CS084**
NIKHIL KUMAR	**4AL19CS400**

Under the Guidance of

Mrs. Reena Lobo

Assistant Professor

ALVA'S
Education Foundation

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MOODBIDRI-574225, KARNATAKA

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ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MIJAR, MOODBIDRI D.K. -574225

KARNATAKA

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

CERTIFICATE

This is to certify that the Mini Project entitled **"TETRIS GAME"** has been successfully completed by

SNEHA G	**4AL18CS084**
NIKHIL KUMAR	**4AL19CS400**

in the partial fulfillment for the award of Degree of Bachelor of Engineering in Computer and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2020-2021. It is certified that all corrections/suggestions indicated have been incorporated in the report. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.

Mrs. Reena Lobo
Mini Project Guide

Dr. C Manjunath Kotari
HOD CSE

Dept. of Computer Science & Engineering
Alva's Institute of Engg. & Technology
Mijar, MOODBIDRI - 574 225

External Viva

Name of the Examiners	Signature with Date
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ABSTRACT

The Tetris game is one of the most popular computer games even created. As the years go, there are many developers that develop the tetris game due to the people in the world needs something new in the game. This project will implement the concept of tetris game and make the game more complicated by modify the directions of the falling tetrominoes and modify the meeting point of the tetrominoes. This project was made using the Java programming language and the data will be transformed from binary numbers into a shape of the tetrominoes using the two-dimensional array. The output will be a tetris game which has four directions of the falling tetrominoes and will be met together in the center of the board game.