

CS 91S: Games Systems

Lab 8: Tetris

DUE November 27th at 11:59 PM

In this lab we will explore reading and writing about the classic game, Tetris. Read the [Applying Artificial Intelligence to Nintendo Tetris](#) article (the *Algorithm* section is optional), and answer the following questions (in this document).

1. What machine did the original TETRIS run on?
2. Technically, when is the GAME OVER triggered in tetris?
3. How are Tetriminos chosen during game play?
4. What is “delayed-auto-shift”?
5. How do the physics-defying spin-and-locks make the programmer’s job easier?
6. Did the NES version of Tetris have a 2-player mode?
7. Discuss the 6502 assembly version of the C `switch` statement.

Then, work on your demake project!