

assignment

group-project

Group Project – Tetris

School of Engineering and Technology, University of Washington Tacoma

TCSS 305 Programming Practicum, Winter 2026

Overview


This is a multi-sprint group project where you will build a Tetris game with a graphical user interface. The back-end/model is provided as a library; your team will build the front-end GUI and connect it to the back-end using the Observer Design Pattern.

Sprints

Sprint	Focus	Status
Sprint 0 – Setup & Familiarization	Team formation, repository setup, back-end API familiarization	Available
Sprint 1 – GUI Foundation	GUI window, Tetris board, next piece, and info regions	Available
Sprint 2 – Game Logic & Controls	Timer, key controls, PropertyChangeListeners, live gameplay	Available
Sprint 3 – Polish & Extra Features	End game, scoring, key bindings, extra features	Coming Soon

Back-End API Documentation

The Tetris back-end is provided as a library `.jar` file. Your team builds the front-end and connects to it using the Observer Design Pattern.

 **API Documentation**

[Tetris Back-End Javadoc](#)