Tetris 1.3

The original version of Tetris on the NeXT was done by Eric Ly.   I am currently enhancing it to work with color blocks and different size blocks, as well as making other changes.

Changes in Version 1.3
<u>Bug fixes</u>
* Most notably, the ghost row that appeared when all the
    rows became entirely filled.
* The game should no longer periodically crash at the end of
    the game.

<u>Enhancements</u>
*   An option to allow allow random pieces to inserted into the
    game before it begins.
* An option to play the game in black and white on a color
    machine.   Let me know how it performs.
* The Controls have been moved to a separate window, that
    moves with the game window.

* Your current game settings are saved when you quit.
* The game can be paused by hitting return, but it can not be
    restarted by hitting return(i.e. Known bug)

To Do
* Allow for background images.
* Add sound.
* Colorize the application's icon.   Anyone artistic out there?
* Finish the code to allow for different size blocks images.

Potential Improvements
(Let me know what you think.   Suggestions are welcome.)
* Demo mode.
* Change the game play to the more traditional way of
    iterating through the levels.   In other words, start at level 0
    and work your way to 9, with an option to start at level 5.
* Customize the levels.   Some levels could have different
    blocks as well as different background images and sounds.

Known Bugs
* Performance on color machines could be improved.
* On color machines the 'next piece' is still in color.   Bug or
    feature?   I say feature.
* When the color is turned off on a color NeXT, the
    monochrome blocks should magically appear?
* Send any additional bug reports to melling@cs.psu.edu
    Please be as specific about the bug as possible.   The game
    spews out status information when compiled with 'make
    debug'.   This can sometimes be useful in identifying
    problems.

Contributors
Listed below in alphabetical order by last name, are people who have contributed in one form or another to the development of   Tetris on the NeXT.

Denise Blakeley
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