TETRIS DESIGN, PROJECT WORK
Project Milestones

Review milestones in project document on-line
Project SVN Repositories

- Add a new SVN repository to your SVN Repository
- Exploring perspective in Eclipse.

- Verify that team SVN is working:
  1. Check out the Tetris project
  2. One team member at a time do the following:
     a) Update
     b) Add your name to comment in Tetris.py
     c) Commit
  3. Everyone should update to see that all the names appear
Our Design: The Model

### Piece
- **row, col**
- **symbol**
- **board**

  - **moveLeft()**
  - **moveRight()**
  - **moveDown()**
  - **drop()**
  - **rotate()**

### PlayingBoard
- **contents**
- **num_rows**
- **num_cols**

  - **getWidth()**
  - **getHeight()**
  - **clearLines()**
  - **getCellSymbol()**
  - **setCellSymbol()**
  - **clearCells()**
  - **areCellsClear()**

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Same design for each piece

- contents is a list of lists of characters, one for each cell:
  - `[[' ', ' ', ' '], ['T', ' ', 'J'], ['T', 'T', 'J'], ['T', 'J', 'J']]`
Our Design: Model, View, Controller

Model

MrChunky
Bar
Ell
Jay
Tee
RightZig
LeftZag
PlayingBoard

First View/Controller

TetrisTextTests

Second View/Controller

TetrisGUI
Next Steps

- Look at PlayingBoard code
- Run TetrisTextTest module
- Run MrChunky module
- Implement MrChunky together
Project Work Time: Suggested Plan

- Implement and test **Bar** and **PlayingBoard.clearLines()** as a team.

- Divide work on:
  - **Tee**
  - **Ell** and **Jay**
  - **RightZig** and **LeftZag**