TETRIS DESIGN, PROJECT WORK

CSSE 120—Rose Hulman Institute of Technology
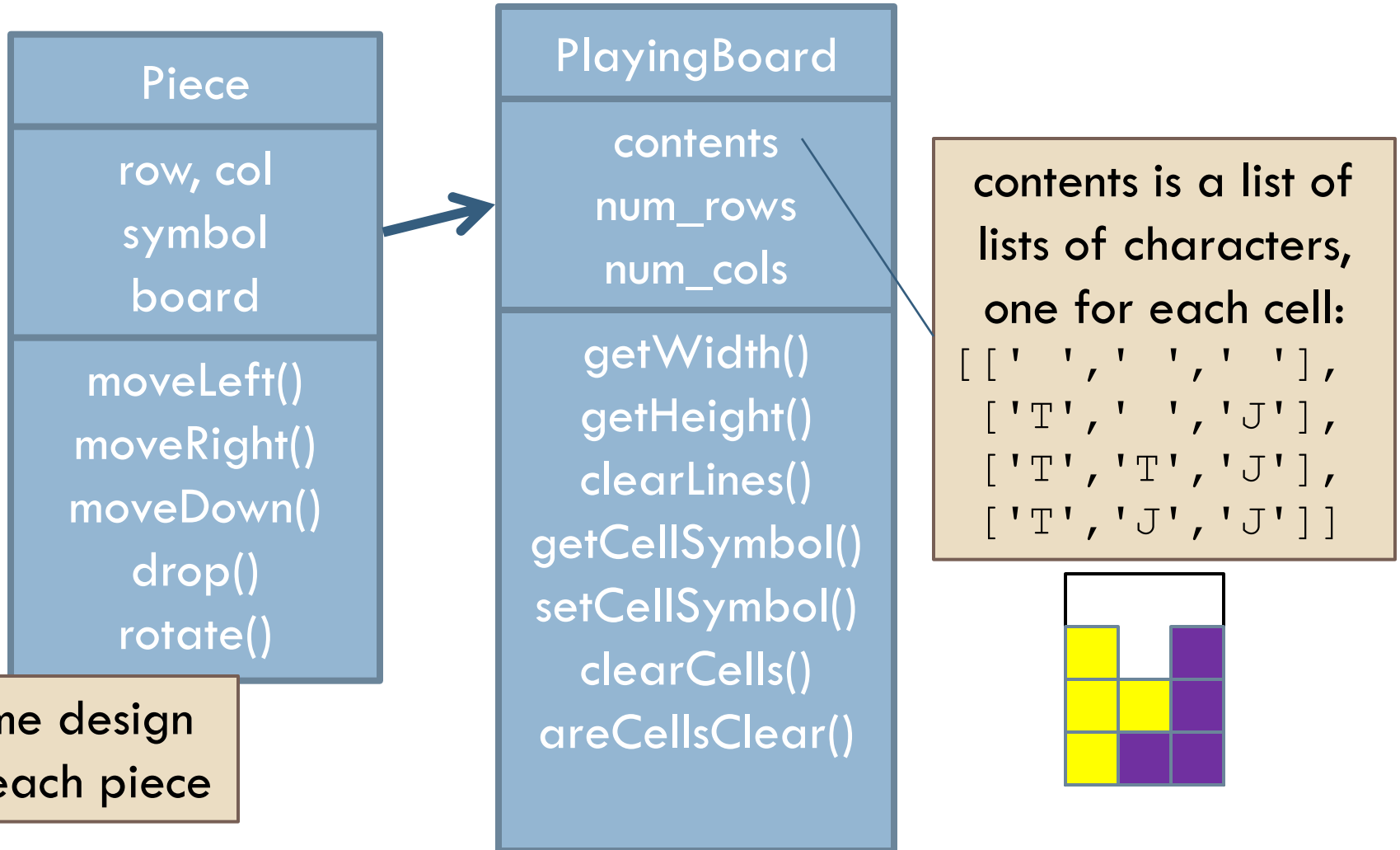
Project Milestones

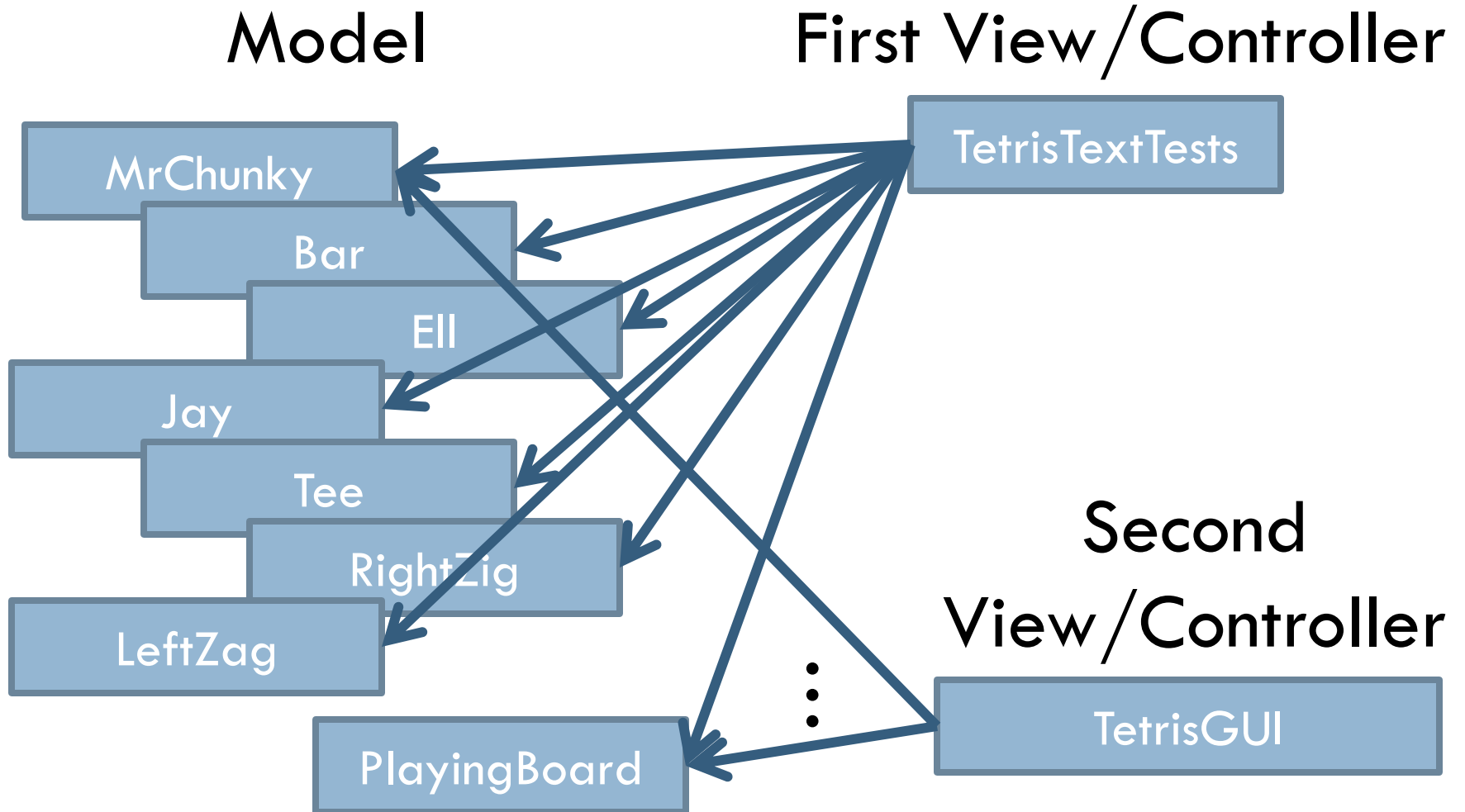Review milestones in project document on-line

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()

Same design for each piece

PlayingBoard

contents
num_rows
num_cols

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

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

First View/Controller

MrChunky

Bar

Ell

Jay

Tee

RightZig

LeftZig

TetrisTextTests

Second View/Controller

TetrisGUI

PlayingBoard

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**