

# TETRIS DESIGN, PROJECT WORK

CSSE 120—Rose Hulman Institute of Technology

# Exam 2 Facts

- **Date:** Friday, April 25, 2008
- **Time:** 8<sup>th</sup> and 9<sup>th</sup> hours
- **Venue:** O267
- **Chapters:** Zelle chapters 1 to 12 with greater emphasis on chapters 6 to 12
- **Organization:** A paper part and a computer part, just as on the first exam. Same resources allowed.

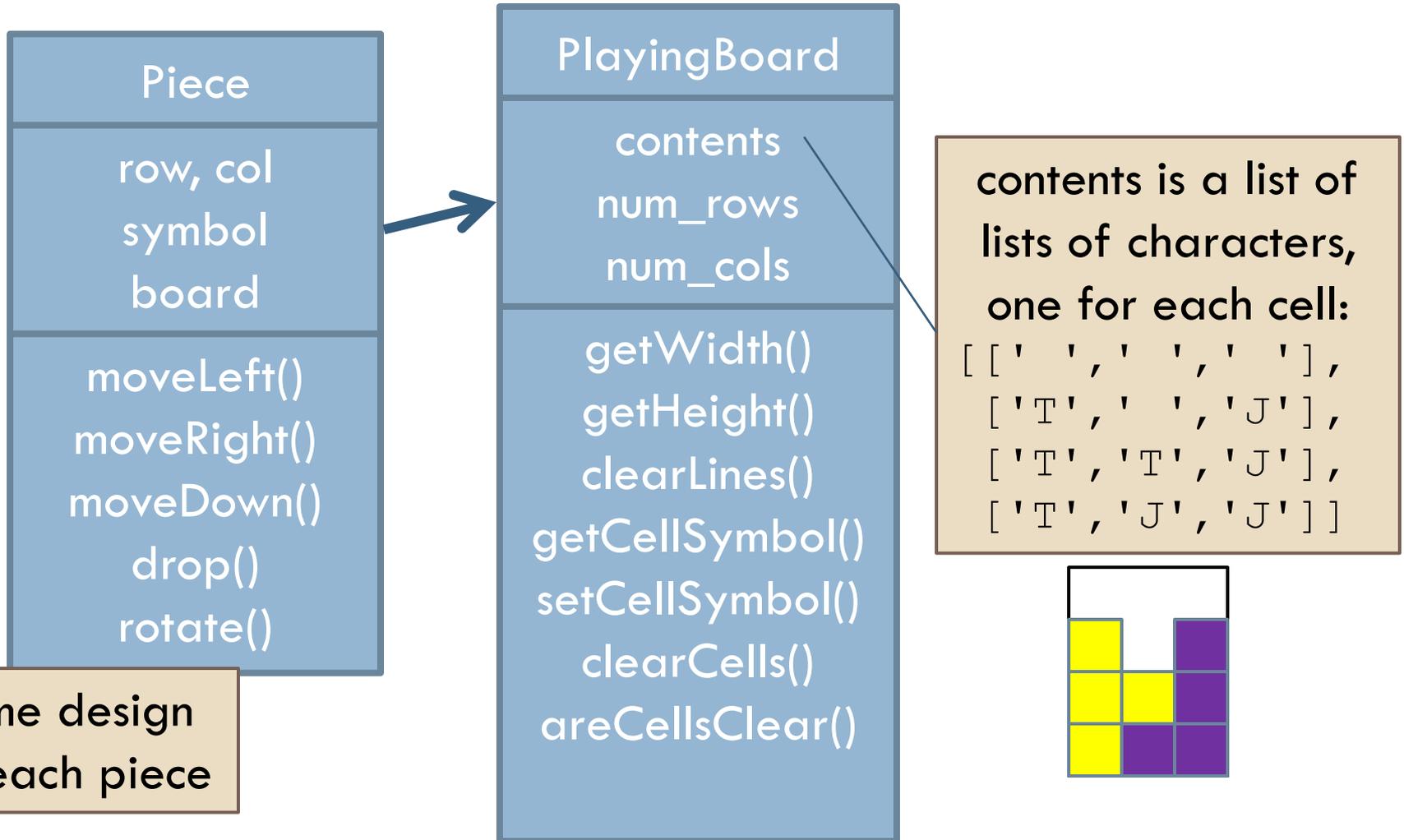
# Project Milestones

Review milestones in project document on-line

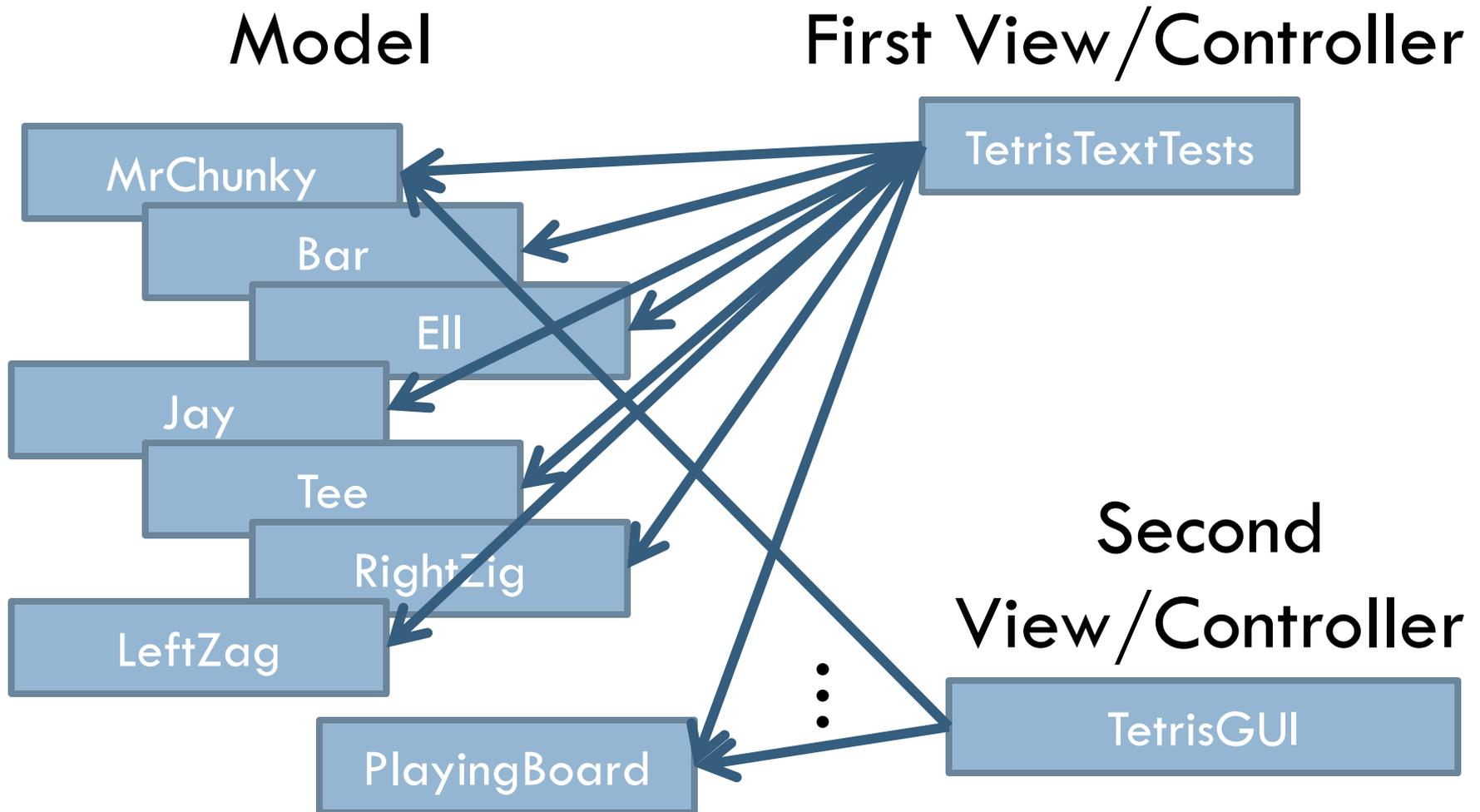
# Project SVN Repositories

- Add a new SVN repository to your SVN Repository Exploring perspective in Eclipse.
  - ▣ <http://svn.cs.rose-hulman.edu/repos/csse120-200830-teamNN>
- 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



# Our Design: Model, View, Controller



# Next Steps

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- 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**