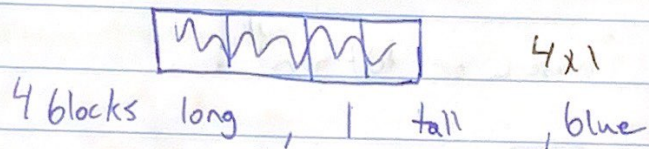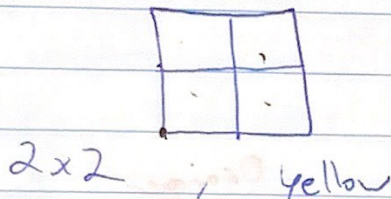# Tetris Final Project

Mid Report Goal : Draw all 7 tetrominos
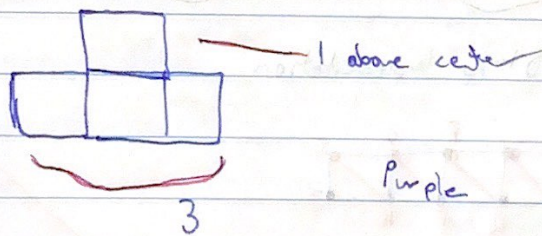
"I" or "straight":

4×1

4 blocks long , 1 tall , blue

"O" or "square":

2×2 , yellow

"T":

1 above center

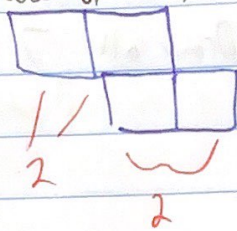3

Purple

"S"   inverse
"skew or right snake"?

2

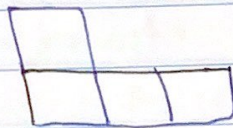2   Green
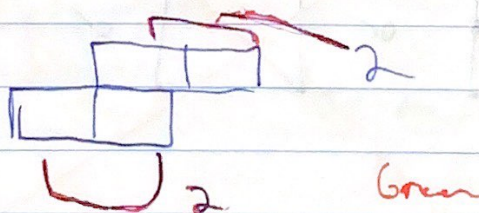
"Z"   "skew or left snake":

Red

2   2

"J"   "Inverse L or left gun":

Blue

"L"   "right gun":

Orange
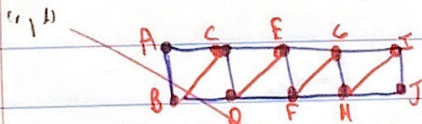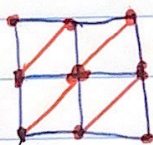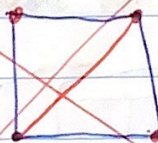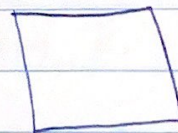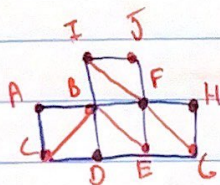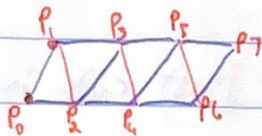
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Triangle Strip Implementation

"I"

A C E G I
B D F H J

"O"

or   or   1/2x Tall and Wide
                        Same

"T"

I J
A B F H
C D E G
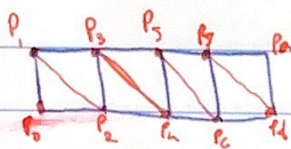
Triangle Strip Book Notes:
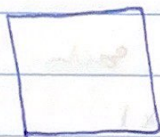

"I" Tetromino Implementation

9 points ?
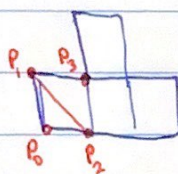
"O"

// Should be able to just draw as
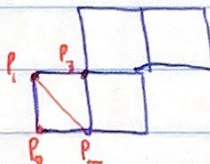a Square, just make sure its 2x
width and height

? "T"

// Color for
each
object

// Two Draw Calls in the class
// zero width

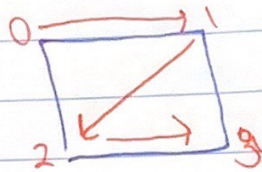// Circle and Square at start at different
points

"S"

// Might need to pass transform matrix in constructor
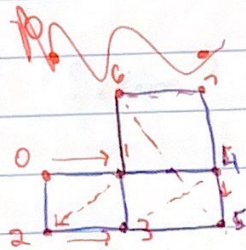
Or maybe I should be using
GL_Quad_Strip

Quad Strp

// Must code in that order

"S"

that unit should be each
"box" is 1x1

L Rotation:

~~~~~~~~~~~~~~~~~~~~~~~~~

$(0,0)$ $(1,0)$ $(2,0)$
$(0,-1)$
$1,-1$
$0,-3$ $2,-3$

$0,0$ $1,0$
$0,-1$
$1,-1$
$1,-2$

$3,1$
$0,0$ $3,0$
$0,-1$

$1,1$ $3,1$
$0,0$ $3,0$
$0,0$

0,2   1,2
1,1   2,1
0,0
2,0

1,1   2,1
0,0   1,0
2,-1
0,2