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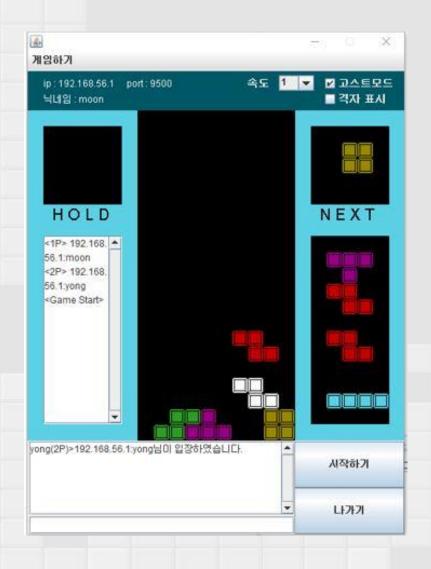
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기존 테트리스



• Multi 모드만 가능

프로젝트 목표



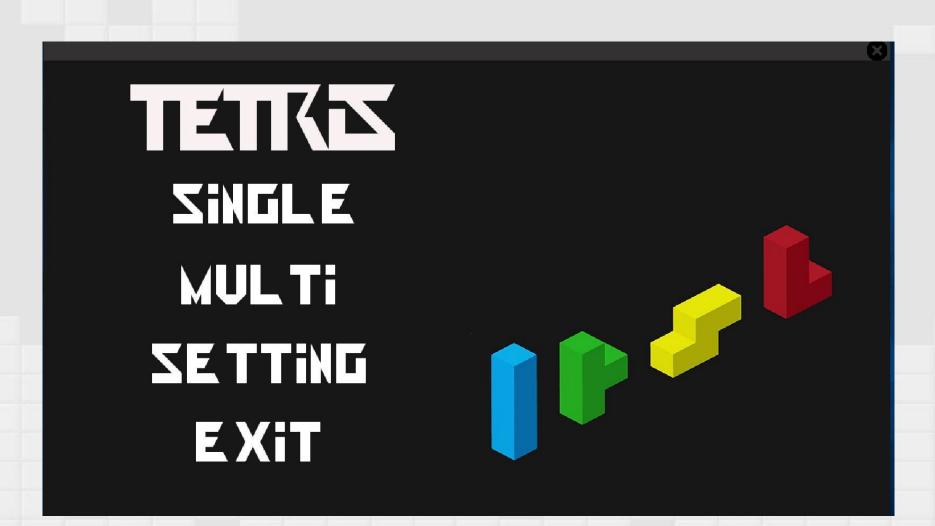
개발환경 및 License

Eclipse IDE

Java

MIT License

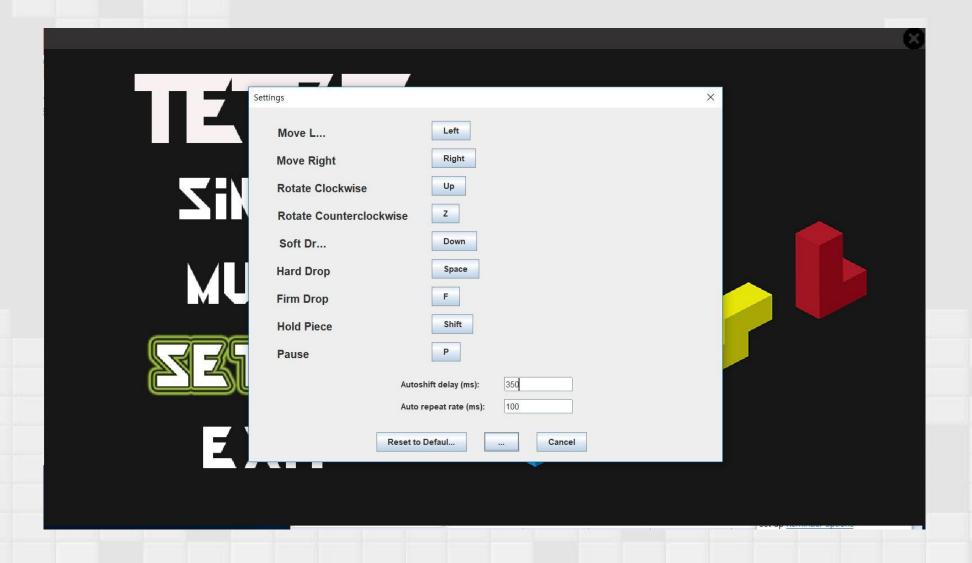
시작화면



시작화면 추가

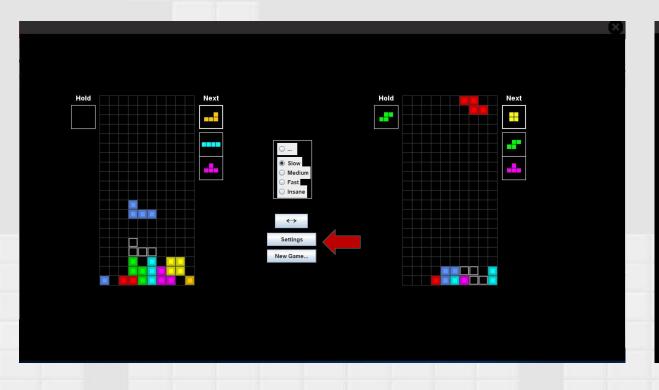
해상도 변경

Key setting 기능



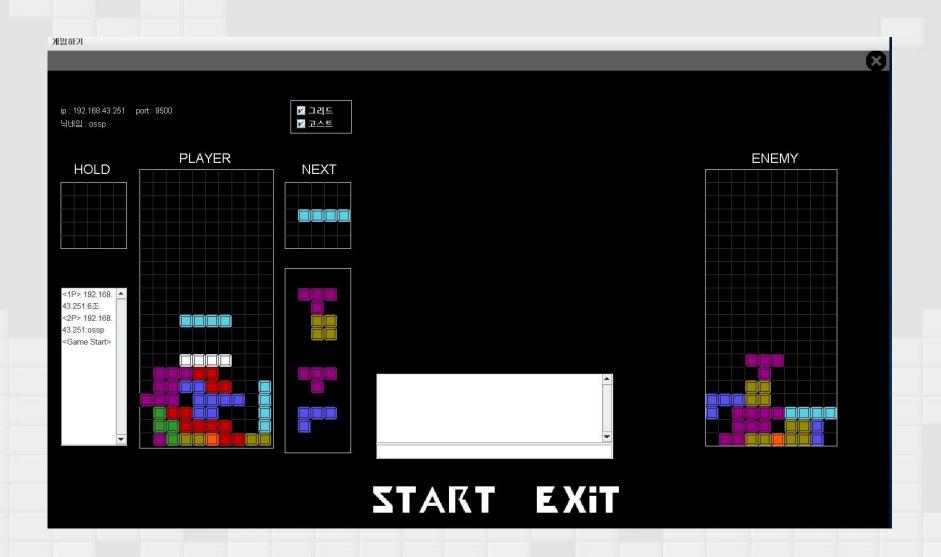
• 게임 조작 키 변경

Key setting 기능(2)



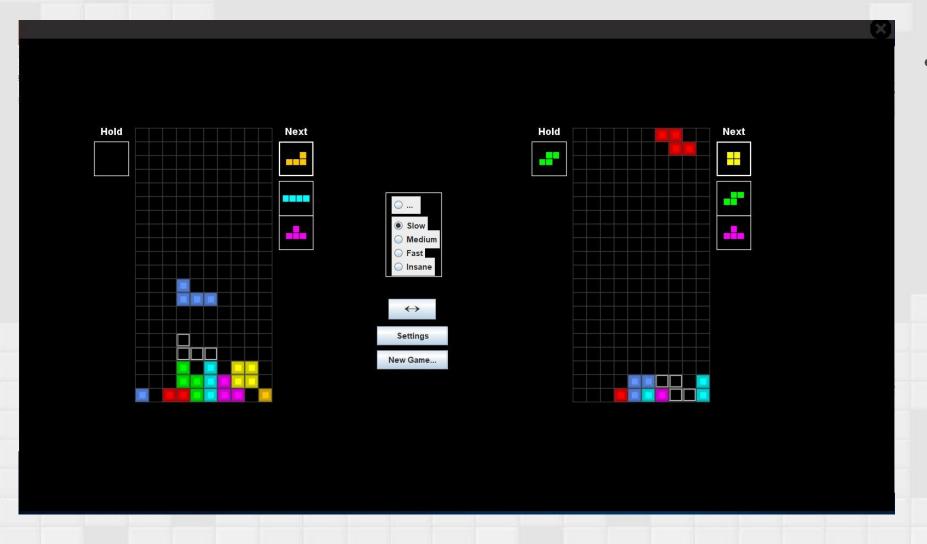
Move L Move Right Rotate Clockwise Rotate Counterclockwise Soft Dr PAUS Hard Drop Firm Drop Hold Piece Pause Autoshift delay (ms): Auto repeat rate (ms): Reset to Defaul Cancel			6
Move Right Rotate Clockwise Rotate Counterclockwise Soft Dr PAUS Hard Drop Firm Drop F Hold Piece Pause Autoshift delay (ms): Auto repeat rate (ms): 100	Set		×
Rotate Clockwise Rotate Counterclockwise Soft Dr PAUS Hard Drop Firm Drop Hold Piece Pause Autoshift delay (ms): Auto repeat rate (ms): 100	Hold	Move L	Next
Rotate Counterclockwise Soft Dr Down Hard Drop Firm Drop Hold Piece Shift Pause Autoshift delay (ms): Auto repeat rate (ms): 100		Move Right Right	
Soft Dr PAUS Hard Drop Firm Drop Hold Piece Shift Pause Autoshift delay (ms): Auto repeat rate (ms): 100		Rotate Clockwise	
PAUS Hard Drop Firm Drop Hold Piece Shift Pause Autoshift delay (ms): Auto repeat rate (ms): 100		Rotate Counterclockwise Z	
Firm Drop Hold Piece Shift Pause Autoshift delay (ms): Auto repeat rate (ms): 100		Soft Dr	
Firm Drop Hold Piece Shift Pause Autoshift delay (ms): 350 Auto repeat rate (ms): 100	PAUS	Hard Drop Space	
Pause Autoshift delay (ms): 350 Auto repeat rate (ms): 100		Firm Drop	
Autoshift delay (ms): 350 Auto repeat rate (ms): 100		Hold Piece Shift	
Auto repeat rate (ms): 100		Pause	
		Autoshift delay (ms): 350	
Reset to Defaul Cancel		Auto repeat rate (ms): 100	
		Reset to Defaul Cancel	

Multi mode

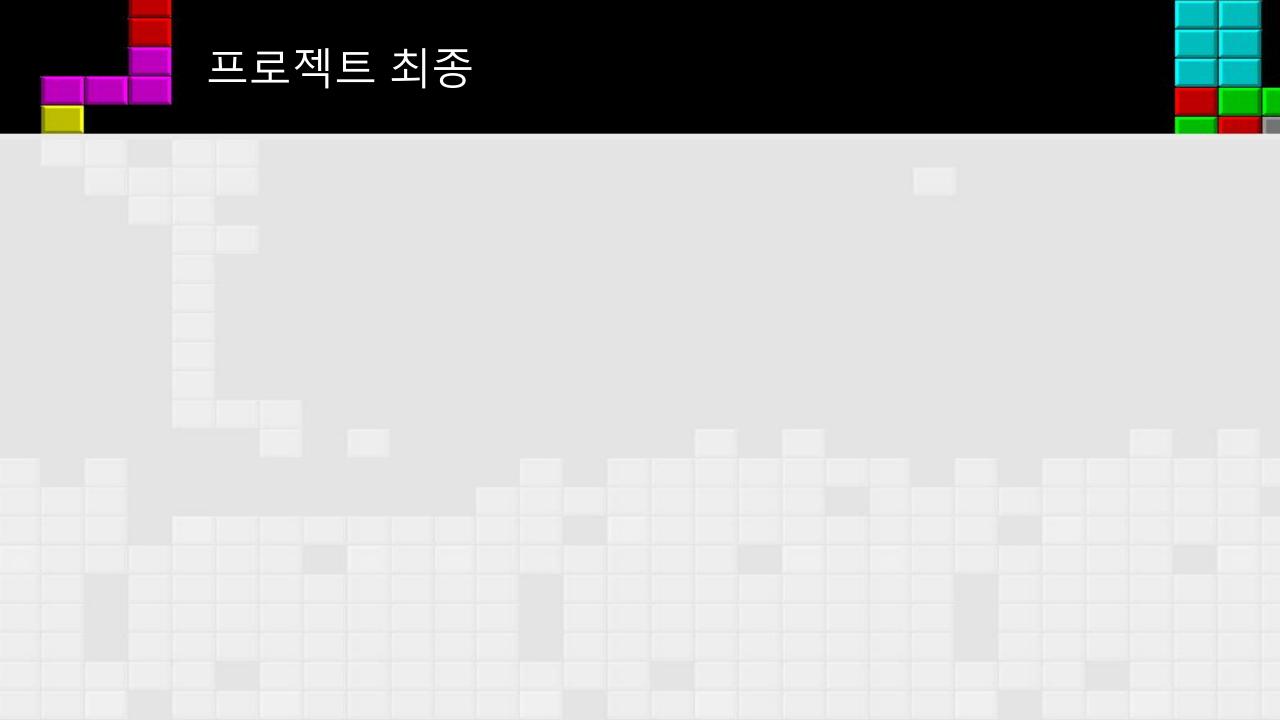


상대방 화면 추가

Single 모드



Generic algorithm을 이용한 오픈소스를 통해 AI 기능 추가



소감 & 아쉬웠던 점

• 오픈 소스 코드 분석에 어려움이 있었음

• Github를 제대로 활용하지 못함

• 테트리스 게임의 새로운 기능 구현의 어려움

Q&A