

EC 327 PROJECT GROUP 4

BUG FIXING

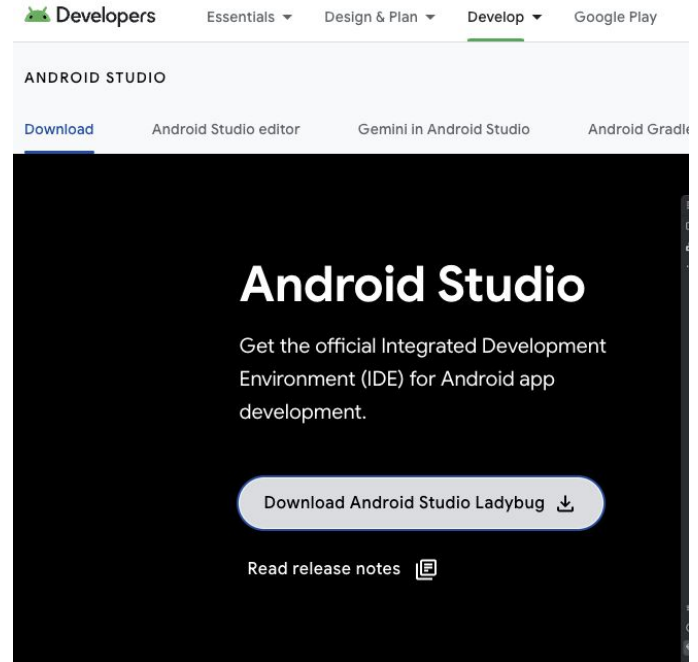
Group Members: Michael Lwe, Bryan Lam,
Gregory Fan, Nishtha Ladi, Jivesh Jain

DOWNLOAD

As the download takes quite a bit of time, downloading the project to be used later is advised.

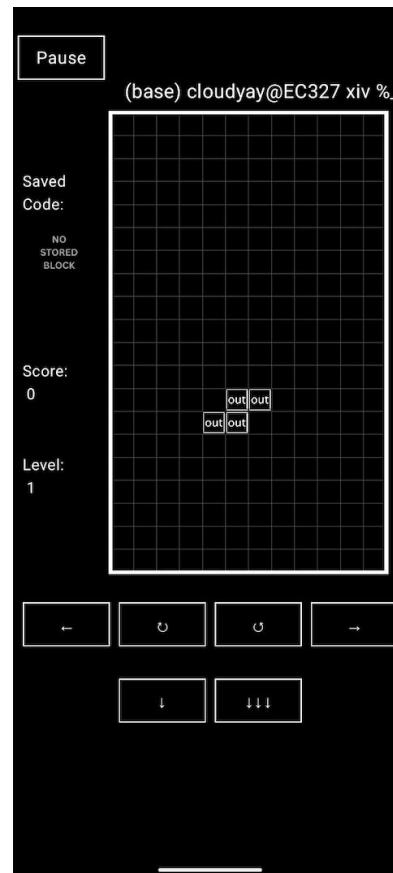
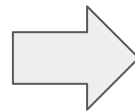
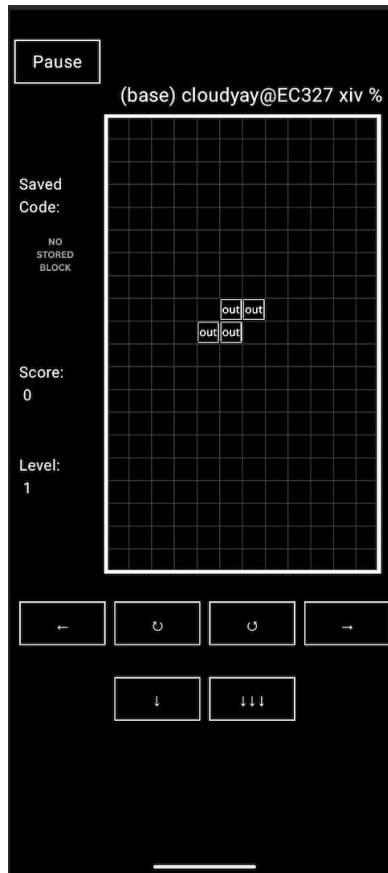
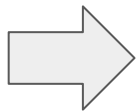
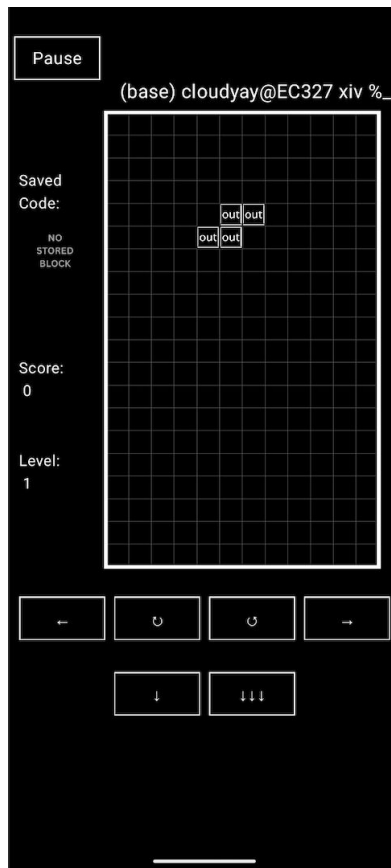
Unfortunately, it cannot be ran on the lab machines due to the lab machines running on an outdated version of Android Studio.

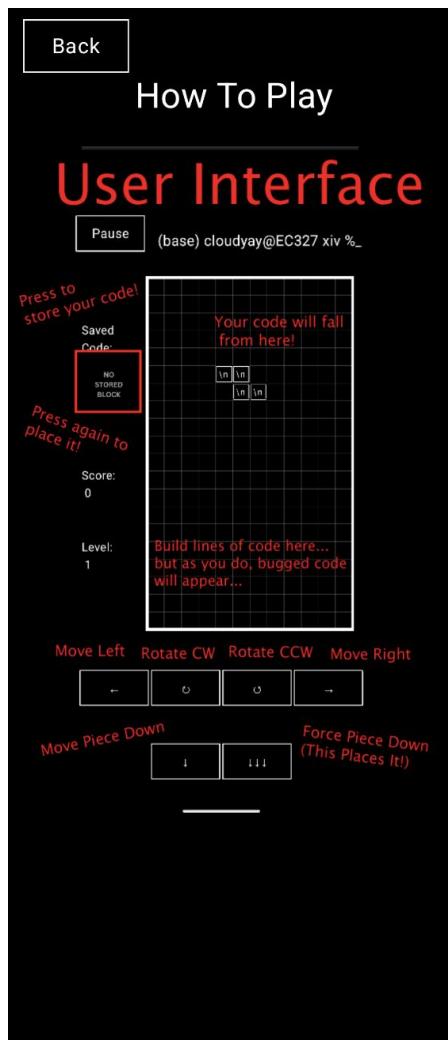
Step 1: Download/Update Android Studio to the Latest Version if not done so already.



MINIMUM REQUIREMENTS

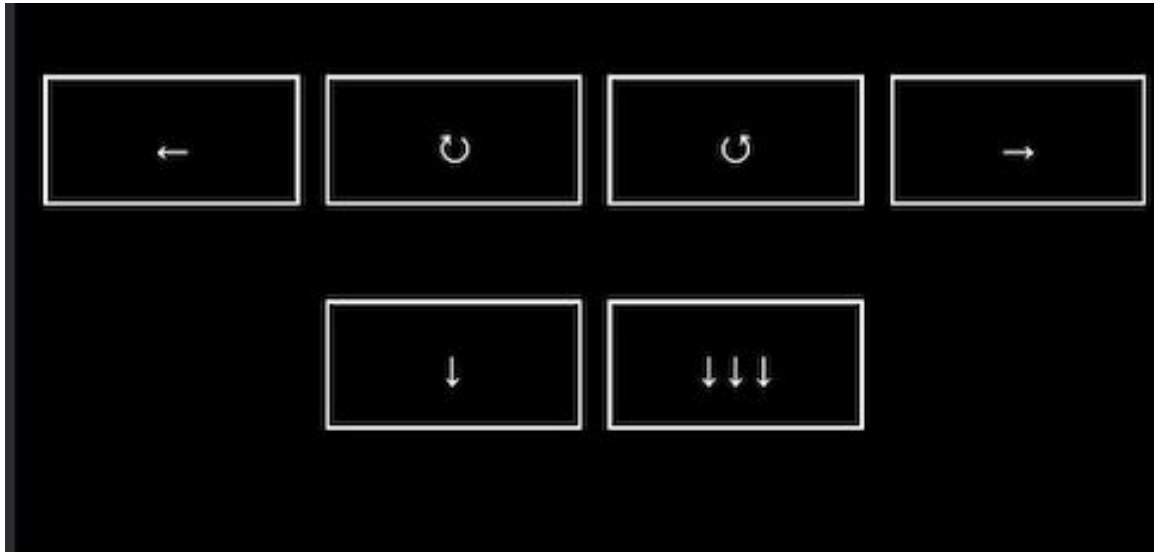
MOVING GRAPHICAL PIECES



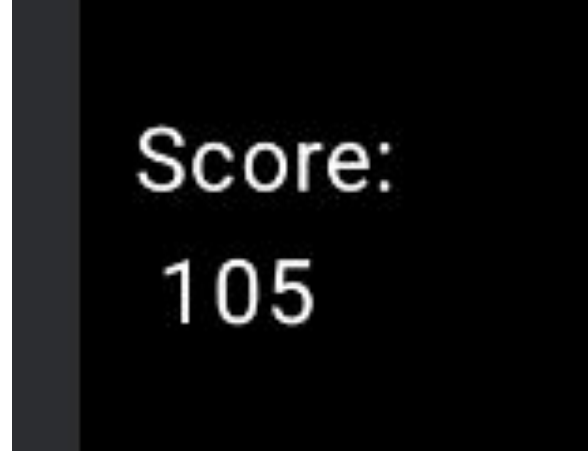
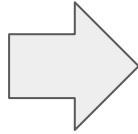
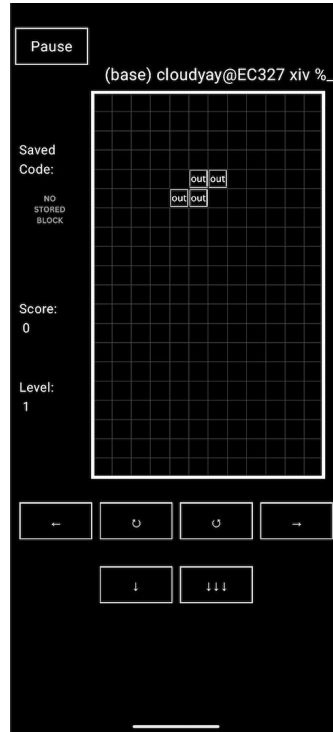


CLEAR DOCUMENTATION OF THE RULES OF THE GAME

THE ABILITY OF THE USER TO CONTROL SOME OF THE MOVING PIECES THROUGH INPUT

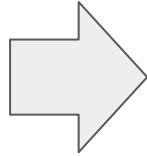
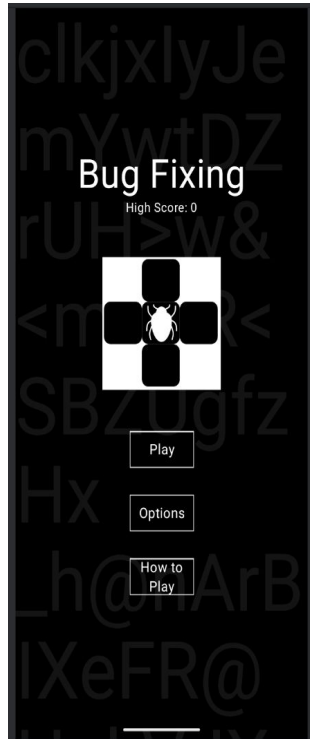


SCORE DISPLAYED THAT IS CHANGED BASED ON THE USER SATISFYING REQUIREMENTS

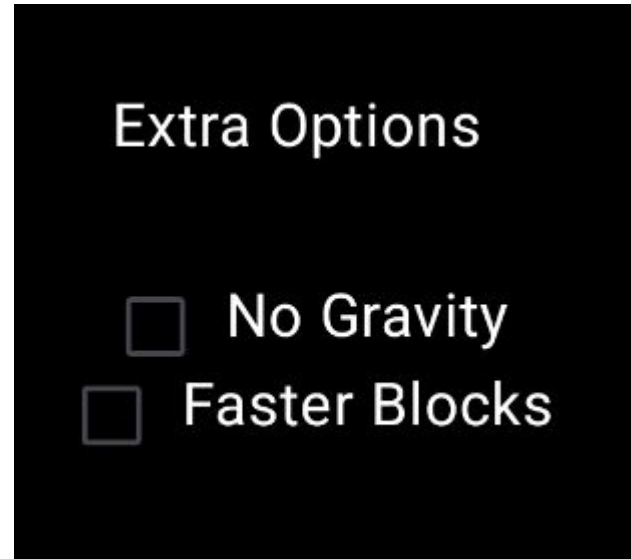
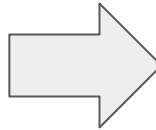
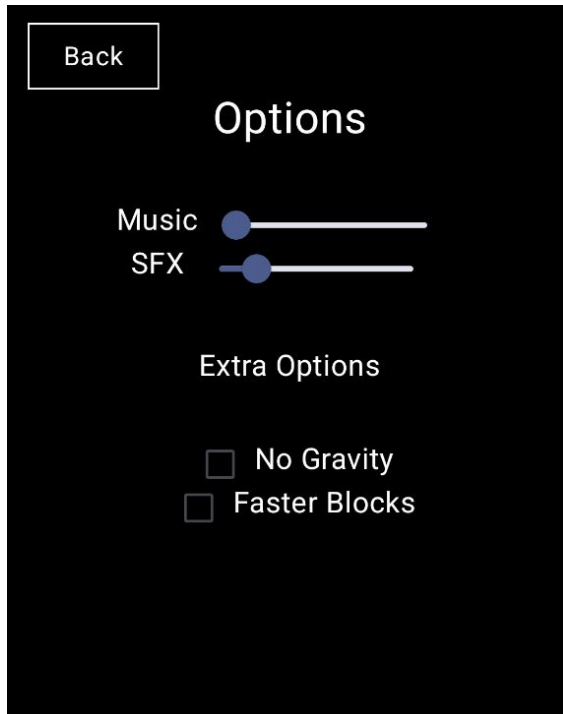


ADDITIONAL FEATURES

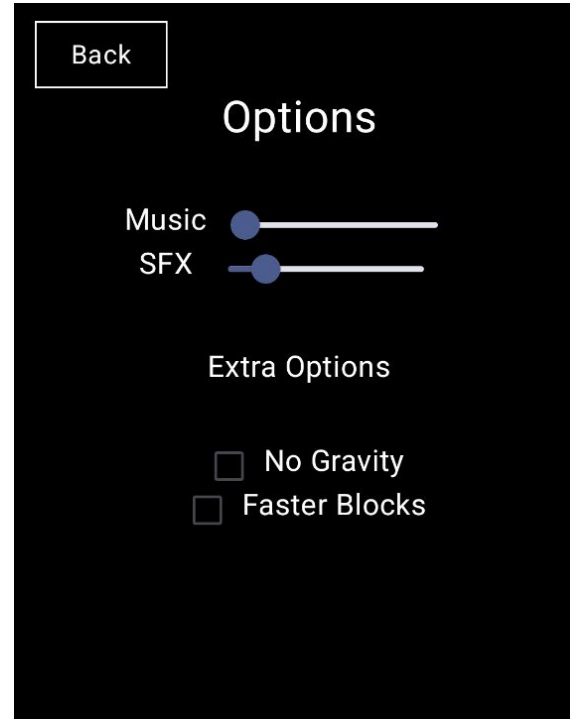
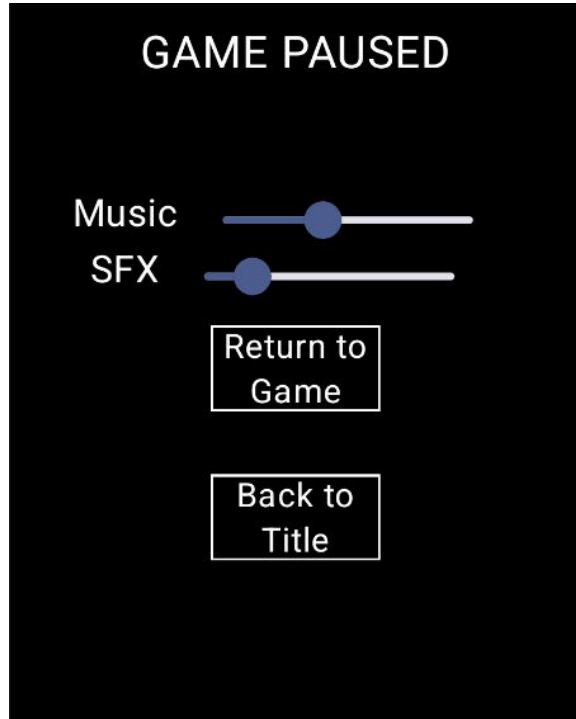
PROVIDE A HIGH SCORE LIST THAT PERSISTS WHEN
THE APP IS CLOSED AND THEN REOPENED



ALLOW THE USER TO TWEAK THE RULES OF THE GAME BEING PLAYED



ADD SOUND EFFECTS TO SPECIFIC ACTIVITIES OF THE GAME



CALCULATIONS IN A LOWER-LEVEL LANGUAGE (C++ IMPLEMENTATION)

Level:

1

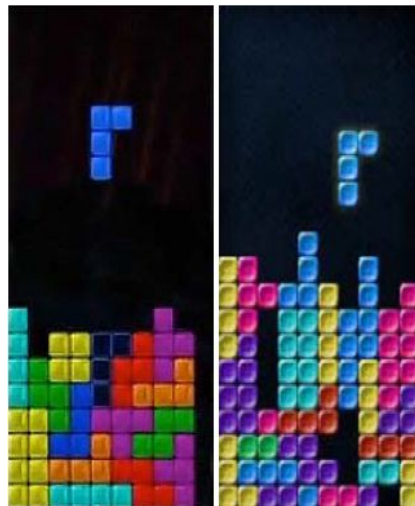
```
Main.calculateScore(JNIEnv *env, jobject Main, jint level, jint lines){  
    //Calculate Level Multiplier  
    double levelMult = 1;  
    double lineMult = 1;  
    levelMult *= (1.05 * (level % 10));  
    if(lines == 1){  
        lineMult = 1;  
    }else if(lines == 2){  
        lineMult = 1.1;  
    }else if(lines == 3){  
        lineMult = 1.2;  
    }else if(lines == 4){  
        lineMult = 1.5;  
    }  
    double returnAmount = 100 * lines * lineMult * levelMult;  
    return returnAmount;  
}
```

DESIGN DECISIONS

Themed Around Terminal Code

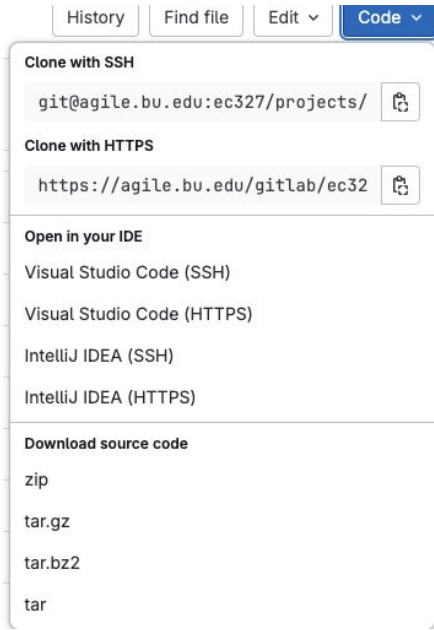
```
app                gradle.properties    local.properties
build.gradle.kts   gradlew          settings.gradle.kts
(base) gregoryfan@Gregorys-Air group4project % git branch
* gameLogic
  issue2
  issue3
  issue4
  issue5
  issue6
  issue8
  master
(base) gregoryfan@Gregorys-Air group4project % git branch gameLogicDownGrade
(base) gregoryfan@Gregorys-Air group4project % git checkout gameLogicDownGrade
M   app/src/main/res/raw/void_start.mp3
Switched to branch 'gameLogicDownGrade'
(base) gregoryfan@Gregorys-Air group4project % git push --set-upstream origin gameLogicDownGrade
Total 0 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: To create a merge request for gameLogicDownGrade, visit:
remote:   https://agile.bu.edu/gitlab/ec327/projects/group4project/-/merge_requests/new?merge_request%5Bsource_branch%5D=gameLogicDownGrade
remote:
To https://agile.bu.edu/gitlab/ec327/projects/group4project.git
* [new branch]      gameLogicDownGrade -> gameLogicDownGrade
branch 'gameLogicDownGrade' set up to track 'origin/gameLogicDownGrade'.
(base) gregoryfan@Gregorys-Air group4project % git checkout gameLogic
M   app/src/main/res/raw/void_start.mp3
M   gradle/libs.versions.toml
M   gradle/wrapper/gradle-wrapper.properties
Switched to branch 'gameLogic'
Your branch is up to date with 'origin/gameLogic'.
(base) gregoryfan@Gregorys-Air group4project %
```

Does NOT violate the copyrights
Tetris holds.



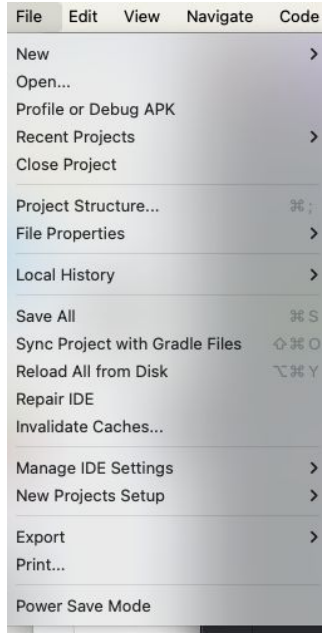
DOWNLOAD

Step 2: Pull project and open in Android Studio



The Gradle Sync should automatically happen. If not, click

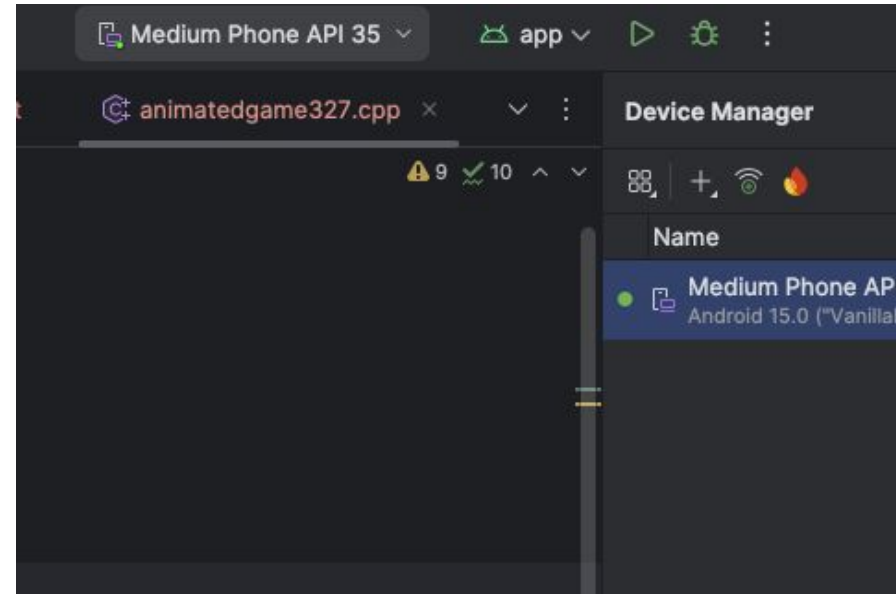
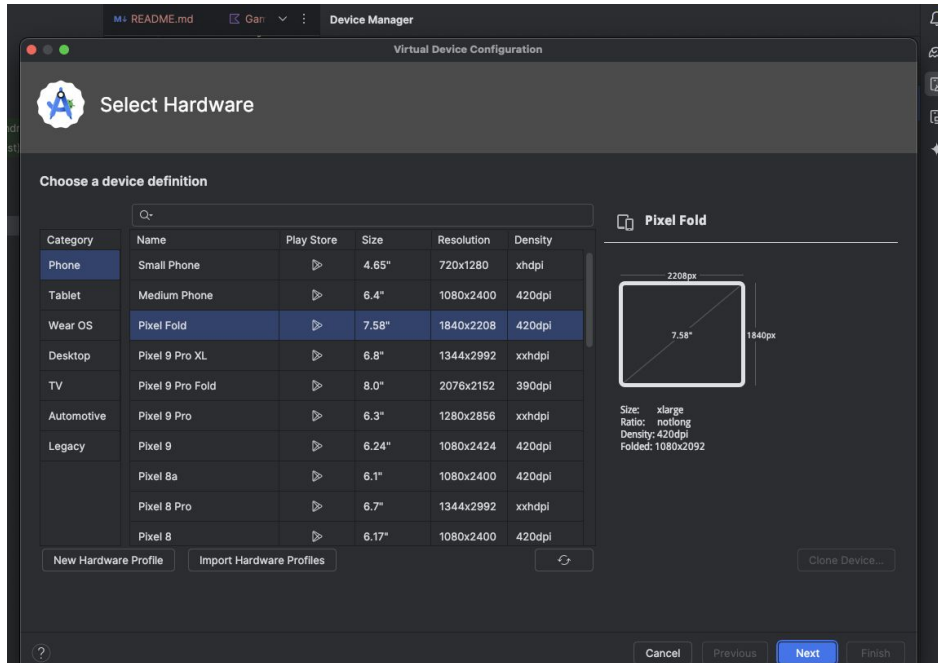
File -> Sync Project with Gradle Files



DOWNLOAD

If needed, select a device to emulate on, with Device Manager, on the right taskbar of the interface.

Then click run!



VIDEO SHOWCASE

