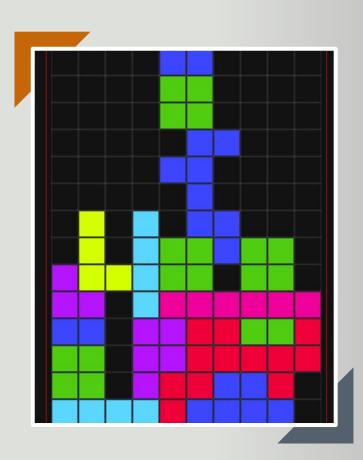


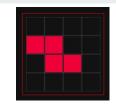
TETRIS

Damien Pascual & Maxence Jamme

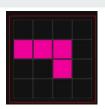


Sommaire

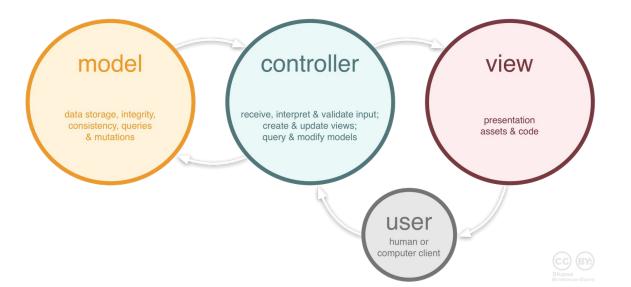
- Le Tetris & MVC
- La vue du Tetris
- Mise en place d'un bot
- L'optimisation du bot







Le model MVC

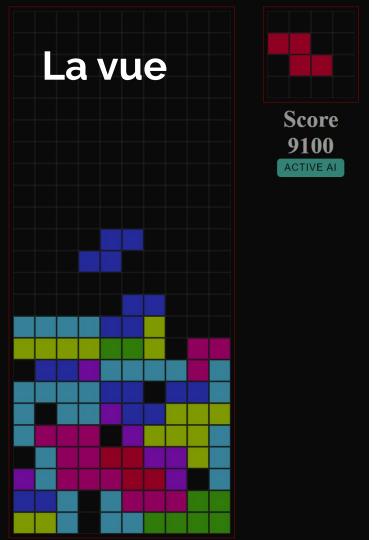












Affichage d'un score

• Animation de chute des tetrominos

Animation lorsqu'une ligne est détruite

 Bouton pour activer/désactiver le bot en cours de partie

Mise en place d'un bot avec des prises de décision random

- Minimise la hauteur maximum
- Maximise le nombre de lignes faite en 1 coup
- Minimise le nombre de trou
- Minimise la variation de hauteur

```
▶ (5) ['ArrowDown', 'ArrowRight', 'ArrowRight', 'ArrowRight', ' ']
                                                                                              Player.js:625
▶ (2) ['ArrowDown', '']
                                                                                              Player.js:625
▶ (4) ['ArrowDown', 'ArrowUp', 'ArrowUp', ']
                                                                                              Player.js:625
▶ (2) ['ArrowDown', '']
▶ (3) ['ArrowDown', 'ArrowLeft', '']
                                                                                              Player.js:625
▶ (2) ['ArrowDown', '']
▶ (6) ['ArrowDown', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', ' ']
                                                                                              Player.js:625
▶ (2) ['ArrowDown', '']
                                                                                              Player.js:625
▶ (3) ['ArrowDown', 'ArrowLeft', '']
▶ (2) ['ArrowDown', '']
                                                                                              Player.js:625
▶ (5) ['ArrowDown', 'ArrowRight', 'ArrowRight', 'ArrowRight', ' ']
                                                                                              Player.js:625
▶ (3) ['ArrowDown', 'ArrowRight', '']
                                                                                              Player.js:625
▶ (5) ['ArrowDown', 'ArrowRight', 'ArrowRight', 'ArrowRight', ' ']
                                                                                              Player.js:625
▶ (5) ['ArrowDown', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', ' ']
▶ (3) ['ArrowDown', 'ArrowRight', '']
                                                                                              Player.js:625
▶ (8) ['ArrowDown', 'ArrowUp', 'ArrowUp', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft',
▶ (5) ['ArrowDown', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', ' ']
                                                                                              Player.js:625
▶ (3) ['ArrowDown', 'ArrowLeft', ' ']
▶ (5) ['ArrowDown', 'ArrowRight', 'ArrowRight', 'ArrowRight', ' ']
▶ (3) ['ArrowDown', 'ArrowRight', '']
▶ (7) ['ArrowDown', 'ArrowUp', 'ArrowRight', 'ArrowRight', 'ArrowRight', ' ']
(10) ['ArrowDown', 'ArrowUp', 'ArrowUp', 'ArrowUp', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', 'Arr
 owLeft', '']
▶ (5) ['ArrowDown', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', ' ']
▶ (2) ['ArrowDown', '']
▶ (5) ['ArrowDown', 'ArrowRight', 'ArrowRight', 'ArrowRight', '1
```

FIAYEL 13.UZJ

Player.js:625

Player.js:625

Player.js:625

(4) [AITOWDOWN , AITOWREGIE , AITOWREGIE ,]

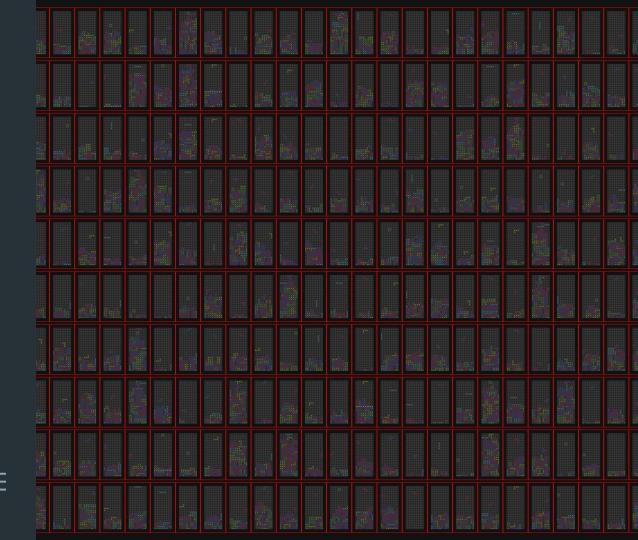
▶ (6) ['ArrowDown', 'ArrowLeft', 'ArrowLeft', 'ArrowLeft', ' ']

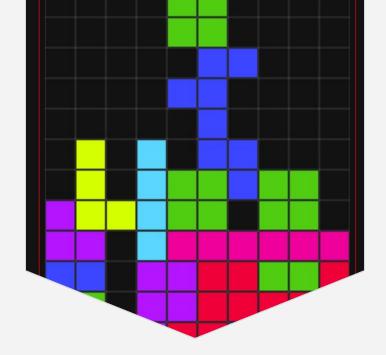
▶ (2) ['ArrowDown', '']

▶ (2) ['ArrowDown', '']

L'algorithme génétique

- Une population de 500 individus
- On garde les 200 premiers
- On fait des enfants avec les 200 premiers
- On prends 100 random





Conclusion

Merci de nous avoir écouter