

# Hackathon - 7/26/2013

Thursday, July 25, 2013  
11:06 AM

## Behaviors

1. Block
  - a. States
    - i. In motion
    - ii. At rest
    - iii. Clearing in progress state - different from a cleared state; animated
    - iv. Cleared state - does not replace empty blocks
  - b. Type
    - i. Empty block
  - c. Location
  - d. Height
  - e. Width
  - f. Image
  - g. Locked state - this will be used to prevent moving while being cleared
2. Board
  - a. Location
  - b. Height Width
  - c. Capacity
  - d. Image
  - e. Block Lists (6x12)
  - f. Add blocks action (push action)
    - i. System activated
    - ii. User activated
3. Stage Indicator
4. Level Indicator
5. Clock
  - a. Stop action
6. Cursor
  - a. Location
  - b. Swap action
7. Score Indicator
8. Score History
9. Line Count
10. Lose conditions
  - a. When any board block list is completely filled (13th block)

Block Lists - we need to know both my index in the array, as well as my neighbor's information for lateral movement

- ? 1. Two dimensional array
- ? 2. Linked List
  - a. <http://msdn.microsoft.com/en-us/library/he2s3bh7.aspx>
  - b. <http://msdn.microsoft.com/en-us/library/ahf4c754.aspx>