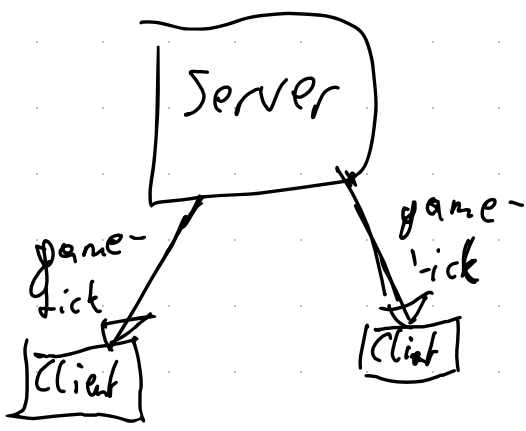
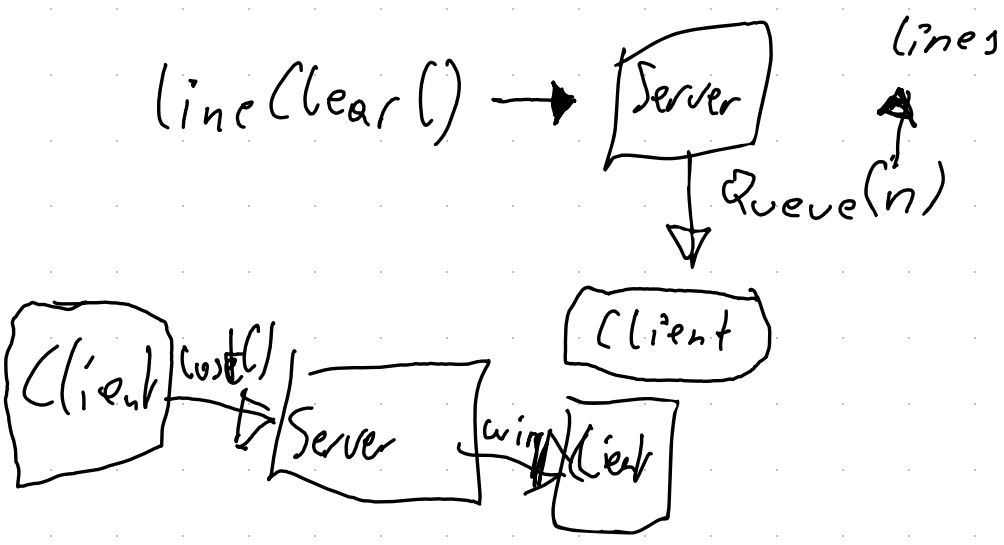
Tetris Game Tick!





Lobby? => Party with game id

Both ready up => Start game

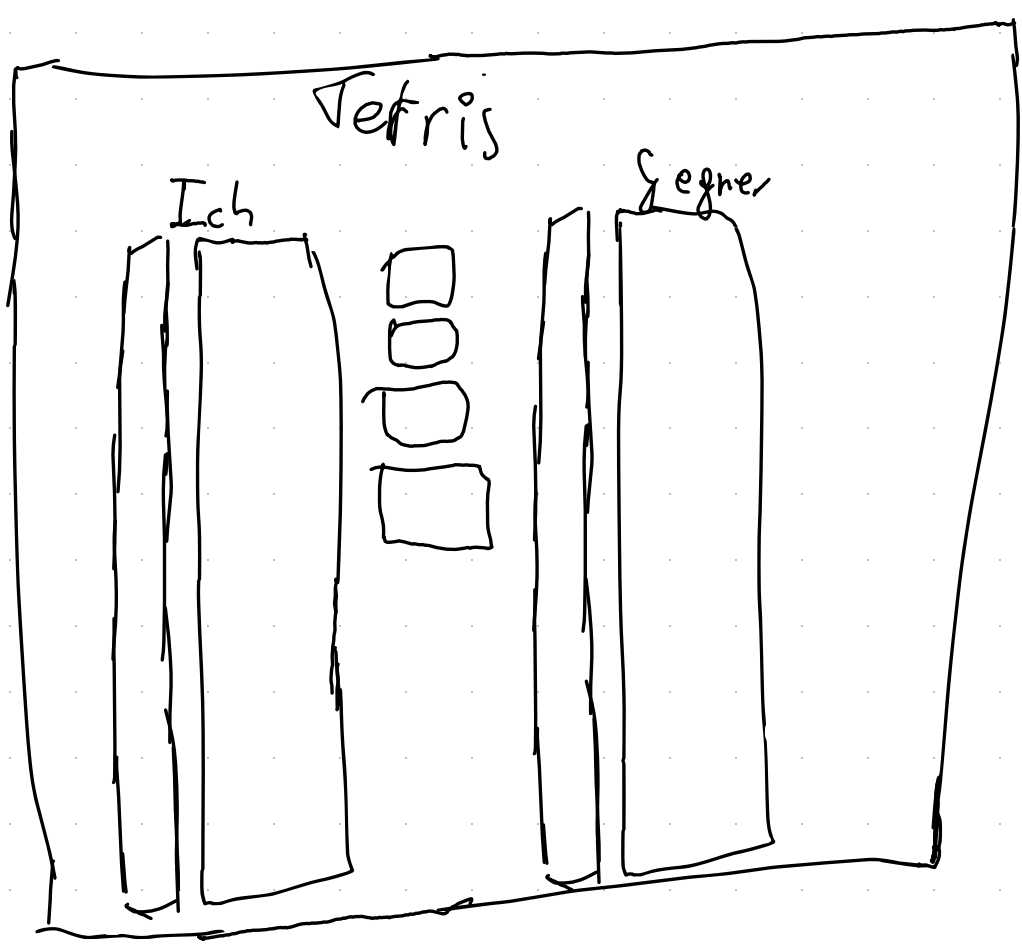
How do I do game logic?

Wer ruft addGarbage auf?

Irgendeine neue static Klasse?

Die zusammen mit den Match generiert wird?
und dann den Playscreen übergeben wird?

Neues Interface



Current Issues:

Grafik Bugs after resizing

Lose Condition

Issues with new Implementation

- Playscreen-Socket Integration ?
- Maximum sent packets ?
- Synchronising between both clients ✓
- Scaling ?
- New UI ✓

- Lobby waiting screen mit eigenem Netz =) mega viel duplicate code
- Master-Slave Beziehung wie?
- Cheating ist easy

Opcodes

Opcode 0: Ready [0]

Opcode 1: [1] [0] Starting in x-Seconds
Opcode Seconds

Opcode 2: Send Lines to Opponent [2] [00] [X]
Opcode Lines wo die gapist

Opcode 3: I Lost :/ [3]: Opcode

Maximum sent packets:

Update Opponent Board()

[4] : [0] [0] [00] [0] [0]
Opcode Piece x y Rotation Piece(new)

Rotation:
0-0° 2-180°
1-90° 3-270°

Pieces
0: I-Piece
1: J-Piece
2: L-Piece
3: O-Piece
4: S-Piece
5: T-Piece
6: Z-Piece

Opcode 1:
starting: n

Opcode 2: n: 0
x: 0

Opcode 4: piecetoplace: 0-6
x: 0
y: 0
rotation: 0-3
newactivepiece: 0-6

Opcode 5: (Send Player joined the game)
name: xyz

Opponent tetrisfield:
Point[][] points;

activepiece;
garbage linequeue

addPiece (Tetromino, x, y, rotation, newtetromino)
clearLines();
printTetrisfield();

Schnittpunkte für playscreen:

keine =>
Nakemathread in eigener static Klasse, die beide Tetrisfields kennt.