Timeline

November 25

1. Draw the board textually
2. Board class
3. Write the Block class
4. Commands: drop, left, right, down
5. Commands: clockwise, counterclockwise
6. Commands: I, J, L, 0, S, Z, T
7. Write level 0 with scoring
8. CLI Option: --scriptfile xxxx

Responsibilities:

Felix: 2, 4, 5

Oscar: 6, 8

Alex: 1, 3, 7

November 26

1. Command: sequence file
2. Implement function to check whether a row is filled upon drop, which prompts the blocks in the rows above to drop by 1
3. Command: levelup and leveldown
4. Write level 1
5. Write level 2

Responsibilities:

Felix: 1, 2

Oscar: 3, 4

Alex: 5

November 27

1. Write level 3
2. Write level 4
3. Command: norandom file
4. Command: random
5. CLI Option: -seed xxx
6. CLI Option: -startlevel n

Responsibilities:

Felix: 2, 3

Oscar: 1, 4

Alex: 5, 6

November 28

1. Command: restart
2. Multiplier prefix for commands
3. Understand shortened commands (i.e. lef is enough to distinguish left from levelup)

Responsibilities:

Felix: 1, 3 (work together)

Oscar: 3

Alex: 2

November 29

1. Double check leaks (before making UI)
2. Create graphical view
3. CLI Option: -text
4. Command: hint

Responsibilities:

Felix: 1, 3

Oscar: 4

Alex: 2, 4

November 30

1. Double check all tests
2. Double check we are using smart pointers everywhere possible
3. Double check leaks again
4. Bug fixes

People responsible: Everyone

December 1

1. Bug fixes
2. UML diagram
3. Report writing

   Responsible: Everyone

December 2

1. Report writing

December 3

1. Report writing

December 4

1. Practise demo