

Project Log

Thursday

Zanib:

Created document to highlight the rules of the game.

Outlined what we wanted to do in the project.

Did some research.

Aadila: same

Friday

Zanib: Learned some things that would help me with the project

Aadila: same

Saturday

Zanib: Worked on the menu of the game

Aadila: worked on the display of the game board and the logic of the pieces. Imported pictures of tiles and resized them (and a bunch of other stuff to make them the right kind of images)

Sunday

Aadila: set a background image and reconfigured the main class so it extended JFrame.

Monday

Aadila: made methods to read and write files and update high scores, made settings and instructions dialogues, made the menu container, figured out how to make the background work

Zanib: Worked on game delay, board and pieces.

Tuesday

Aadila: Made sound play, made the game display, figured out threading, fixed the volume change

Zanib: Tried to fix some errors in sound. Figured out how to move pieces with keyboard keys. Created UML and started working on it.

Wednesday

Zanib:

Worked on UML and created Timer for users to test themselves. Worked on adding comments and method headers

Aadila: made falling piece simulation, made the turn and move sideways functions, figured out how to pause gameplay on pause, paused game on iconify, added keybindings, added ghost piece functionality, implemented show next piece and hold piece. Refactored messy tetris class code, fixed a threading issue that caused new game to not work when clicked a second time, fixed the sound (still doesn't work properly b/c the minimum value function returns a value less than the actual minimum value. comments