Connor Gresko

John Gomez

Kenneth Truong

Due date: 5/17/19

Tetris

We first decided what open source project we like to work on. We chose to create our version of the popular game Tetris. After we decided what our project idea is going to be, we set goal of what the project going to do. The ideas were to construct a 2-Dimensional Tetris game with graphics, music, and sound. Be compatible with both Linux and Windows. Have a welcome screen when program is launch. Have a proper randomization of blocks. Be able to store block in the bottom left. Have a scoring system based on the number of lines cleared, and a farewell screen when exiting the program. After which, we decide on each of our roles in contributing to this project. Connor Gresko was our programmer and artist, John Gomez was a programmer and scrum master, and Kenneth Truong was a programmer and project manager. To make it easier on ourselves, we created Trello board to keep us on track on what to do and what has been completed.

In the end, Connor did most of the work on making the basis of our game, creating a prototype, and getting it to run. He created his own sprites, fonts and music. He was also able to get the basis of Tetris to work of saving a block in bottom left. Showing the next three block and if line is complete it removes that line. Game over when block reach the top and gray box fill up the board. While John and Kenneth pitch in on parts and working on adding more features, John took charge of being scrum master where he organizes the design of the game of how it looks like where we all agree with the design and organizes a list of what’s left to be done. John also worked on the welcoming screen where there play, quit, high score, and instruction on how to play the game. Kenneth took part in the scoring system, where every line clear increment the score as well as storing the high score and displaying it on the welcoming screen. In game, the score and high score are displayed on the top right and they change as the score increases. The number of line clear is displayed on the bottom right. We utilized the Python coding environment as well as the Python extension, Pygame, in order to run the game along with the pre-installed Linux. For windows, all we needed was to create a working executable file. In particular, we used the “Ex freeze” function make executable file.

In conclusion, we all had fun and learn a lot more coding in python. John learned how to make title screen and button click function. Kenneth learn how to read text file to display and create and write to file and also learned how to update scores as it increments in the text box, as well as how to store the high score in text file. We wish that we could have added more features. For example, if we had more time, then we could have established a better scoring system, where the multiplier of score increase base on how many lines clear in single move. Have multiplayer to battle against each other. More modes such as puzzle mode where one must clear the level with certain number of blocks. Overall, we learned about how hard and time-consuming working on project is as well how difficult it is to apply the agile process of Scrum in a real-life project. And likewise, next time, we hope to take consideration of deadlines more cautiously when working progressing and completing a project.