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John Gomez

Kenneth Truong

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Tetris

We first decide 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. Welcome screen when program is launch. Proper randomization of blocks. Be able to store block in the bottom left. Have a scoring system base on the number of lines cleared and a farewell screen when exiting the program. After which, we decide on our role in contributing to this project. Where Connor Gresko is a programmer and artist. John Gomez as programmer and scrum master. Kenneth Truong as 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.

Turn out Connor did most the work on making the game basis and get it running. He created his own sprites, fonts and music. 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. Organizes list of what left to be done. John also work 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. Also storing the high score and display them on the welcoming screen. In game the score and high score is display on the top right and change as the score increase. Number of line clear is display on bottom right. Python is used to make the game and pygame is needed to be installing to run in Linux. For window, just need to run executable file. Ex freeze is used to make executable file.

In conclusion, we all had fun and learn a lot more coding in python. John learn how to make title screen and button click function. Kenneth learn how to read text file to display and create and write to file. To update scores as it increments in the text box. Storing only the high score in text file. What we could have improve more on the project is adding more features. For example, better scoring system where the multiplier of score increase base on how many lines clear in single move. Have multi player to battle against each other. More modes such as puzzle mode where one must clear the level with certain number of blocks. Overall, we learn about how hard and time-consuming working on project is. Taking consideration on deadlines and how the project is going to turn out is huge factor.