

Tetris - Basic Implementation Practice for Android

deepwaterooo

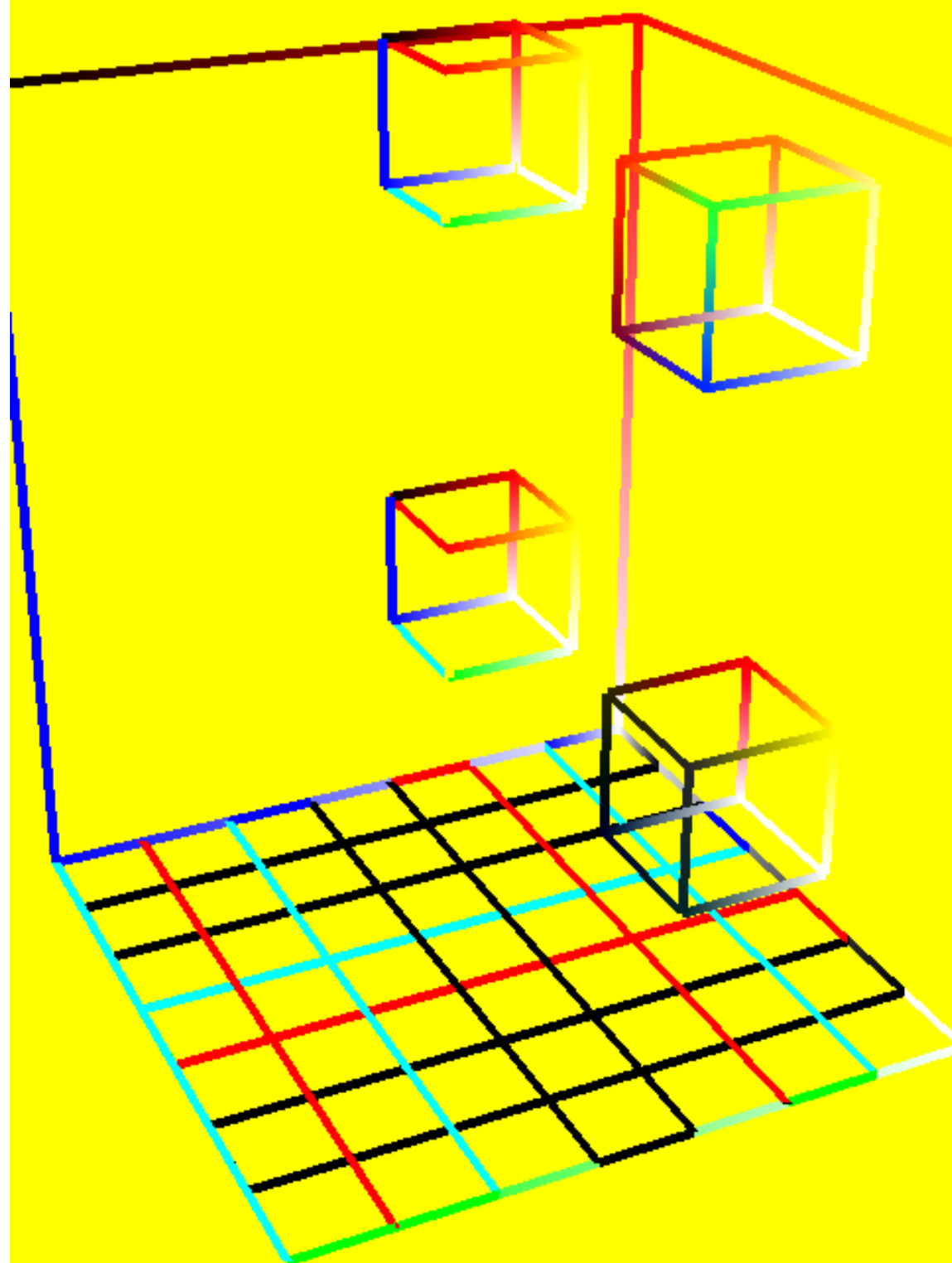
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1 Better version, pretty good

- OpenGL 3D version status:
 - Have spent two days tried to review someone else's code, but it was too complicated rather than developing my own code (`tetrisglard9qpjwxc.apk` is included in home directory for referrencing).
 - So from late this afternoon, working on my own codes, partially still referring to the other apk, but it's my flow-chart-ideas and implementation now.
 - I believe I got at least some ideas for most of the basic ideas and OpenGL technical difficulties, so the implementation won't be too hard.
 - game layout structure:



- most challenge part for tonight, matrix translations & rotations...will continue work on it tonight
- a video for this Tetris game can be directly watched at <https://www.youtube.com/watch?v=Ht4N0rEUtFk>
- A video for the previous DrawingFun Android App can be watched at <https://www.youtube.com/watch?v=YV78Tk5--5M> , or by searching **deepwaterooo Wang**.
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- Starting my trial for OpenGL ES, need to figure out how to draw a game board.
- Won't be able to work on it this weekend, but will work on it later on.
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- These video will serve as the indication that as an educated well practiced graduated student, I have the solid technological background, my problem solving skills, the spirit of implementing whatever ideas for apps that I feel I am capable, as well as confidence as an entry level mobile app programmer.
- For the Tetris game, it's NOT the best product in my mind yet (though it is pretty good now and I will make it a my version of Tetris), but I want to record it so that more friends can enjoy the so far already achieved progress, and for those who just know me would be able to know what is my interested field.
- By using SurfaceView who has a separate thread for drawing/painting, this game actually it pretty good already, at least should be about 80 out of 100.
- Though I will continuous refine this game later on when I have time (Better version will be recorded and uploaded later within a month or so.), but I won't be able to work on it day in and day out recently, having other things occupied.

2 References

2.1 3D design

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- one example: <http://www.apkbus.com/blog-99192-39498.html>
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2.2 GLSurfaceView

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- Graphics architecture: <https://source.android.com/devices/graphics/architecture.html>
- <http://stackoverflow.com/questions/5169338/android-deciding-between-surfaceview-and-opengl>
- 引路蜂 better: <http://blog.csdn.net/mapdigit/article/details/7526556>
- 真正的 3D 图形: <http://www.imobilebbs.com/wordpress/archives/1554>
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2.3 eventQueue vs SurfaceView threads

- Deeper summary, android graphics architecture: <http://hukai.me/android-deeper-graphics-architecture/>
- 2 threads, load, read, <http://blog.csdn.net/hellogv/article/details/5986835>

2.4 Canvas Path subclass

- how to define drawLine to be drawShapes?

2.5 SurfaceView

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