

# Tetris - Basic Implementation Practice for Android

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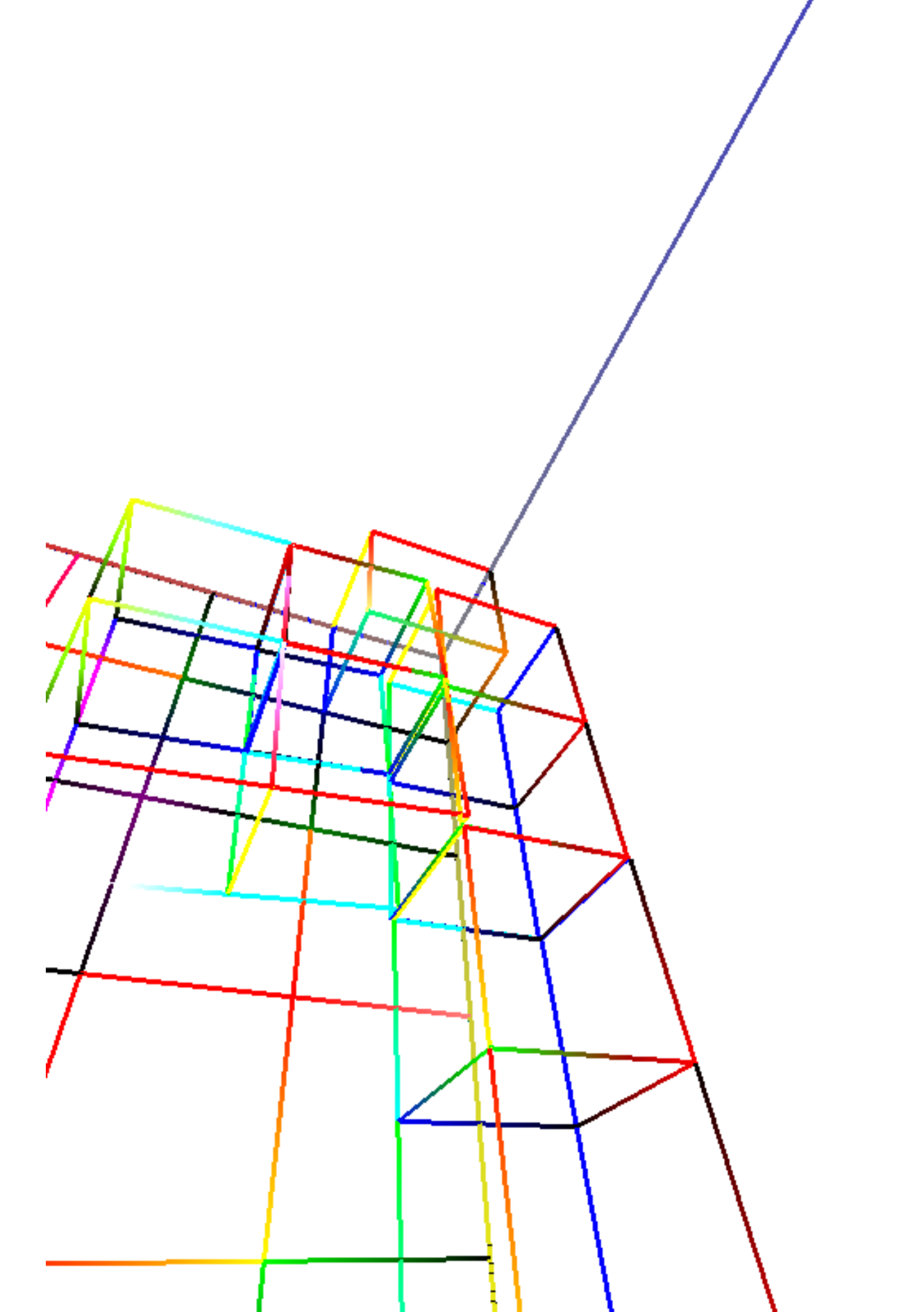
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## 1 Upgrading versions, pretty good

### 1.1 3d tetris status

- Slightly cleaned version of code.
- Due to sleep/rest problems, I am NOT in a good clear mind today, would try ray picking on gestures matrix side, but if I feel my mind can not keep up today, will try to work on game flow labor work then.
- Would spend time go to campus checking about potential possibility for my scholarship/tuition solutions, do laundry, cook some good food for dinner etc, adjust myself so that tomorrow when my mind could be better I could finish all most if not all the technical challenging part.
- May not necessarily update two more times today depends on progress.
- need to set eye position better so that the (Frame + Grid) layout can be at the position that I want for the 3d game.
- I want yellow grids, together with white background, red-x yellow-y, but I fail get such effect. Currently using black grid, but I will change it to be better looking.
- Better organized files for OOP Practice.
- Will update either 12:17pm, 6:17pm or 12:17am daily or both or three times (or hours earlier or later), depends on progress made within time slice.
- Emacs is such a powerful tool for me for coding considering and accepting the facts that occasional it would produce some minor troubles for me so that I would have to google for solutions. This morning the parenthesis don't autopair for `() {}` for java-mode, after having googled for few minutes, I have used and trust autopair for so long and realized actually sometimes he gets tired, and once I close and restart it, he works perfectly. I am looking forward to the day that my beloved cousin would be able to help and guide me with emacs debugging.
- I had NOT have any design experience nor confidence for game/larger project design, but since tetris 2d which was based on an incomplete design of a undergraduate student thesis when I successful redesign and implemented it, I think now I am in the process of thinking and building my own design (as well as confidence if I could succeed this time) now. Step by step, I could make this simple 3d completely out of my own ideas.

- 3d tetris layout structure:



- 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=YV78Tk>, or by searching deepwaterooo Wang.

## 1.2 folders

- lame2d: the very first version of the game.
- 2d: SurfaceView rednering 2d Implementation.
- 3d: will work on a simple opengl 3d version first. Currently working on this one, will spend a few of following days on this one as well.
- glar3d: upgraded opengl 3d version adapted from tetrisglar app with textures and music, and real 3d instead of any pseudo one, will implement this one when simple 3d version is done. (After having understood texture and lights better, tried to debug this one for a while, but still complicated design and layout still make this one to some extend difficult for me for now.)

## 2 References

### 2.1 youtube designs

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### 2.2 Activity.runOnUiThread()

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- <http://m.oschina.net/blog/97619>
- AssetManager: <http://m.jb51.net/article/57341.htm>
- A 3d reference: <https://github.com/kdomic/android-3d-tetris>

### 2.3 3D design

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