Tetris - Basic Implementation Practice for Android

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Contents

1 Better version, pretty good

1.1 OpenGL 3D tetris status

- I didn't do anything, but Emacs + Auctex + org-mode export pdf Chinese just displayed as I wished~ !!!!

- Will work on Cube project, and build a simple version of opengl tetris game from that app first, and come back to this one later.

- This project will be ongoing secondary priority project fo recent days considering my first priority will be current course projects.

- 3d game layout structure:
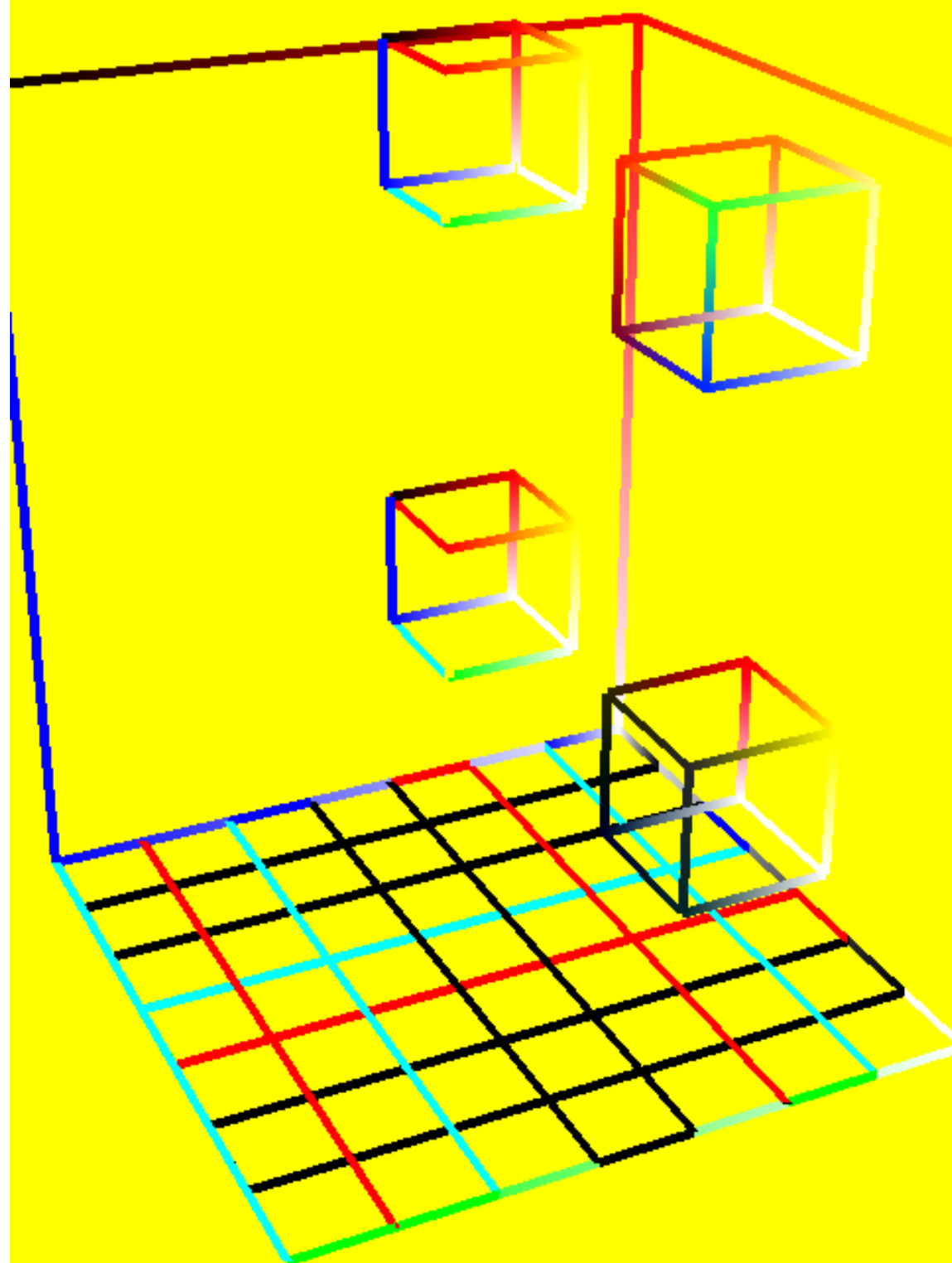
- a video for this Tetris game can be directly watched at https://www.youtube.com/watch?v=Ht4NOrEUtFk

- 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 redering 2d Implementation.

- 3d: will work on a simple opengl 3d version first.

- glar3d: opengl 3d adapt from tetrisglar app, will implement 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 Activity.runOnUiThread()

- http://stackvoid.com/introduction-to-Message-Handler-in-Android/

- http://m.oschina.net/blog/97619

- AssetManager: http://m.jb51.net/article/57341.htm

- A 3d reference: https://github.com/kdomic/android-3d-tetris

2.2 3D design

- c++ version: https://github.com/matachi/tetris-cpp

- refer 6 http://www.oschina.net/question/614942_62370

- http://www.oschina.net/question/565065_67280

- triangle: http://stackoverflow.com/questions/9945321/triangle-opengl-in-android

- https://gist.github.com/SebastianJay/3316001

- 射线拾取：http://itdocument.com/479827008/

- 旋转及手势：http://vaero.blog.51cto.com/4350852/790620

- 2 http://vaero.blog.51cto.com/4350852/790637

- http://www.lai18.com/content/951343.html

- opengl 选择与反馈：http://zhidao.baidu.com/question/496046750245095004.html

- http://wenku.baidu.com/view/58190d1efad6195f312ba6f7.html

- c++ http://blog.csdn.net/u010223072/article/details/45369075

- http://codercdy.com/2015/06/17/openglxue-xi-bi-ji-xuan-ze-he-fan-kui/

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- c++ codes: http://dev.gameres.com/program/Visual/3D/Selection.htm

- 画线：c++ http://www.programgo.com/article/43724048060/

- draw line: http://www.linuxidc.com/Linux/2011-09/42307p3.htm

- http://stackoverflow.com/questions/9217702/open-gl-es-2-0-drawing-a-simple-line
- 距阵变换：http://www.cnblogs.com/caster99/p/4780984.html
- http://www.flakor.cn/2014-05-15-384.html
- shader util: http://blog.csdn.net/shulianghan/article/details/17020359
- 详解距阵变换：http://www.cnblogs.com/kesalin/archive/2012/12/06/3D_math.html
- http://mail.cfanz.cn/index.php?c=article&a=read&id=270244
- one example: http://www.apkbus.com/blog-99192-39498.html
- ex2 for shader matrix: http://www.voidcn.com/blog/peanut__love/article/p-2891341.html
- 西蒙 iPhone-OpenGL ES 中文教程专题: http://www.cocoachina.com/special/2010/0126/404.html
- 运动：http://www.cocoachina.com/bbs/read.php?tid-7601-fpage-10.html
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- https://developer.apple.com/library/ios/documentation/3DDrawing/Conceptual/OpenGLES_Program Introduction/Introduction.html
- http://blog.csdn.net/shulianghan/article/details/46680803
- rotation: http://stackoverflow.com/questions/13480043/opengl-es-android-matrix-transformation
- glsl example: http://cse.csusb.edu/tongyu/courses/cs520/notes/android-es2.php
- shader parser: http://stackoverflow.com/questions/19452240/opengl-glsl-void-parse-error-on-ver
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2.3 GLSurfaceView

- opengl: http://androidblog.reindustries.com/a-real-open-gl-es-2-0-2d-tutorial-part-1/
- 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
- a Cube: http://www.oschina.net/question/4873_28325
- modification: https://github.com/googleglass/gdk-apidemo-sample/blob/master/app/src/main/java/ com/google/android/glass/sample/apidemo/opengl/Cube.java
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- http://ju.outofmemory.cn/entry/172850
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- onTouchEvent: http://blog.csdn.net/niu_gao/article/details/8673662
- volatile http://www.voidcn.com/blog/fanfanxiaozu/article/p-3668133.html
- http://mobile.51cto.com/aengine-437172.htm
- OpenGLES related: http://stackoverflow.com/questions/9945321/triangle-opengl-in-android
- OpenGL ES 2.0 Sample Code: http://androidbook.com/item/4254
- intros: 详解 http://blog.csdn.net/niu_gao/article/details/7566297
- 画线: http://www.cnblogs.com/lhxin/archive/2012/06/01/2530828.html
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- possible? http://code1.okbase.net/codefile/CCFormatter.java_2015072733469_393.htm
- http://www.mobile-open.com/2015/80379.html

2.4   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

2.5   Canvas Path subclass

- how to define drawLine to be drawShapes?

2.6   SurfaceView

- Surface runnable http://android.okhelp.cz/surfaceview-implements-runnable-android-code/
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- Event Queue: http://www.leestorm.com/post/17.html
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2.7 gestures

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- iTetris: http://searchapp.soft4fun.net/article/information/iTetris%20%E4%BF%84%E7%BD%97%E6%96%AF%E6%96%B9%E5%9D%97/313319

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- 3/11/2016 Friday

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- http://mobile.51cto.com/aprogram-394841.htm

- TetrisBattle 特殊轉入教學 (Z S J L I)

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- 祖码游戏的设计与实现