

# Tetris - Basic Implementation Practice for Android

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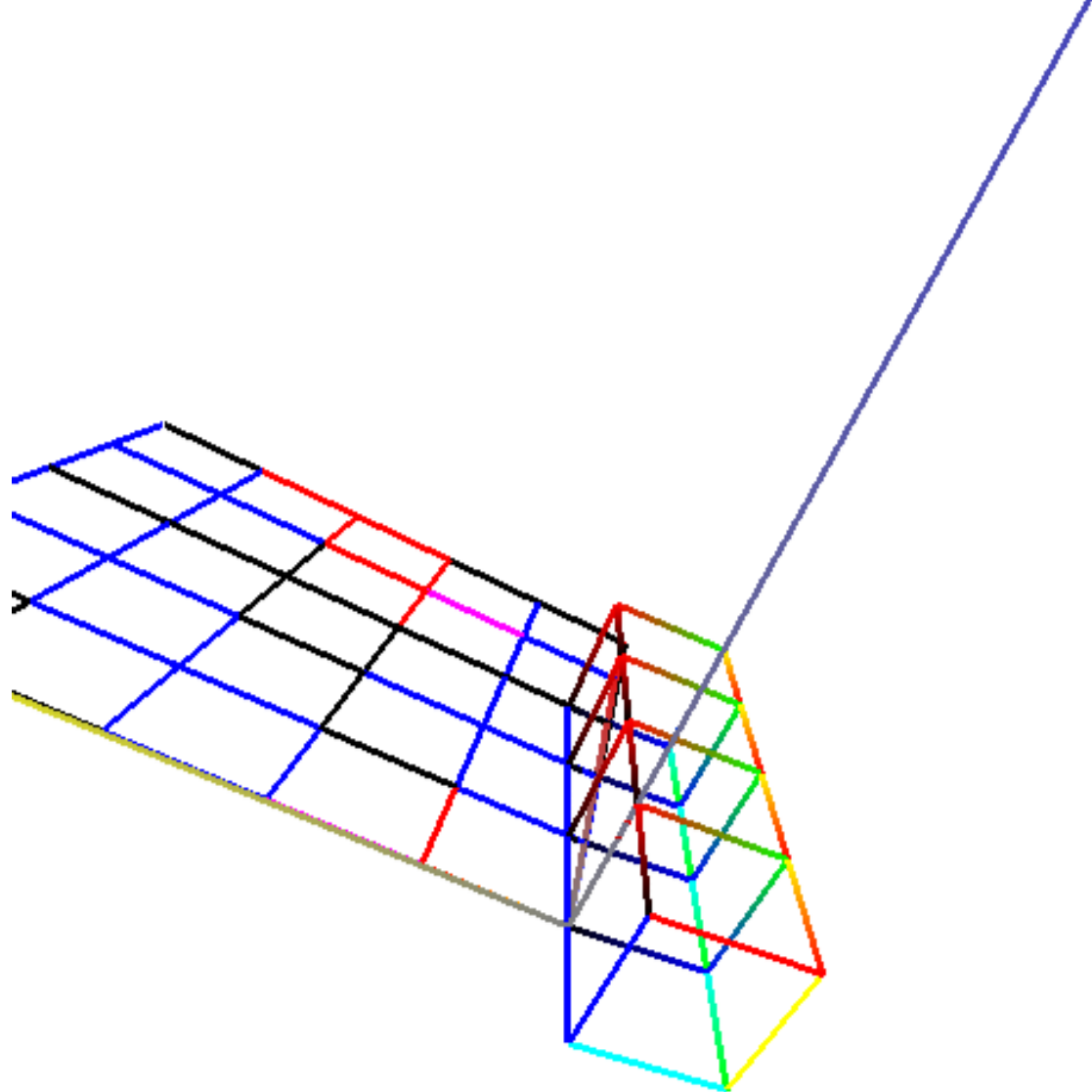
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## 1 Upgrading versions, pretty good

### 1.1 3d tetris status

- Organizing ideas how should I implement matrix manipulation, use rotating current active block as the starting point.
- Forgot to clean repository today, but will remember to clean it tomorrow morning before I modify any code.
- 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.
- 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

- shader: [http://blog.csdn.net/tom\\_221x/article/details/38458021](http://blog.csdn.net/tom_221x/article/details/38458021)
- 旋转三角形 <http://www.hanshuliang.com/?post=6>
- fancy effect: <http://m.oschina.net/blog/147033>
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### 2.2 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>

### 2.3 3D design

- c++ version: <https://github.com/matachi/tetris-cpp>
- refer 6 [http://www.oschina.net/question/614942\\_62370](http://www.oschina.net/question/614942_62370)
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- triangle: <http://stackoverflow.com/questions/9945321/triangle-opengl-in-android>
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- 射线拾取: <http://itdocument.com/479827008/>
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- opengl 选择与反馈: <http://zhidao.baidu.com/question/496046750245095004.html>
- <http://wenku.baidu.com/view/58190d1efad6195f312ba6f7.html>
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- c++ codes: <http://dev.gameres.com/program/Visual/3D/Selection.htm>
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- 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>
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- <http://www.flakor.cn/2014-05-15-384.html>
- shader util: <http://blog.csdn.net/shulianghan/article/details/17020359>
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- <http://mail.cfanz.cn/index.php?c=article&a=read&id=270244>
- one example: <http://www.apkbus.com/blog-99192-39498.html>
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- rotation: <http://stackoverflow.com/questions/13480043/opengl-es-android-matrix-transformation>
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- separate file: <http://stackoverflow.com/questions/30345816/splitting-a-text-file-into-multiple>

## 2.4 GLSurfaceView

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- Graphics architecture: <https://source.android.com/devices/graphics/architecture.html>
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- a Cube: [http://www.oschina.net/question/4873\\_28325](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>
- Android OpenGL ES 简明开发教程小结: <http://www.imobilebbs.com/wordpress/archives/1583>
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## 2.5 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>

## 2.6 SurfaceView

- Surface runnable <http://android.okhelp.cz/surfaceview-implements-runnable-android-code/>
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- example: <http://fanli7.net/a/JAVAbiancheng/ANT/20120424/160203.html>
- MotionEvent: <http://android.jobbole.com/82072/>
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- sth worth try: <http://www.lxway.com/969295592.htm>
- Dont Understand: [http://blog.sina.com.cn/s/blog\\_5a6f39cf01012rtv.html](http://blog.sina.com.cn/s/blog_5a6f39cf01012rtv.html)
- tried: <http://bbs.csdn.net/topics/370074255> drawBitmap 2 canvas
- slightly complicated: <http://www.lxway.com/148606691.htm>
- slightly complicated: <http://www.lxway.com/186948856.htm>

## 2.7 gestures

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