

# Tetris - Basic Implementation Practice for Android

deepwaterooo

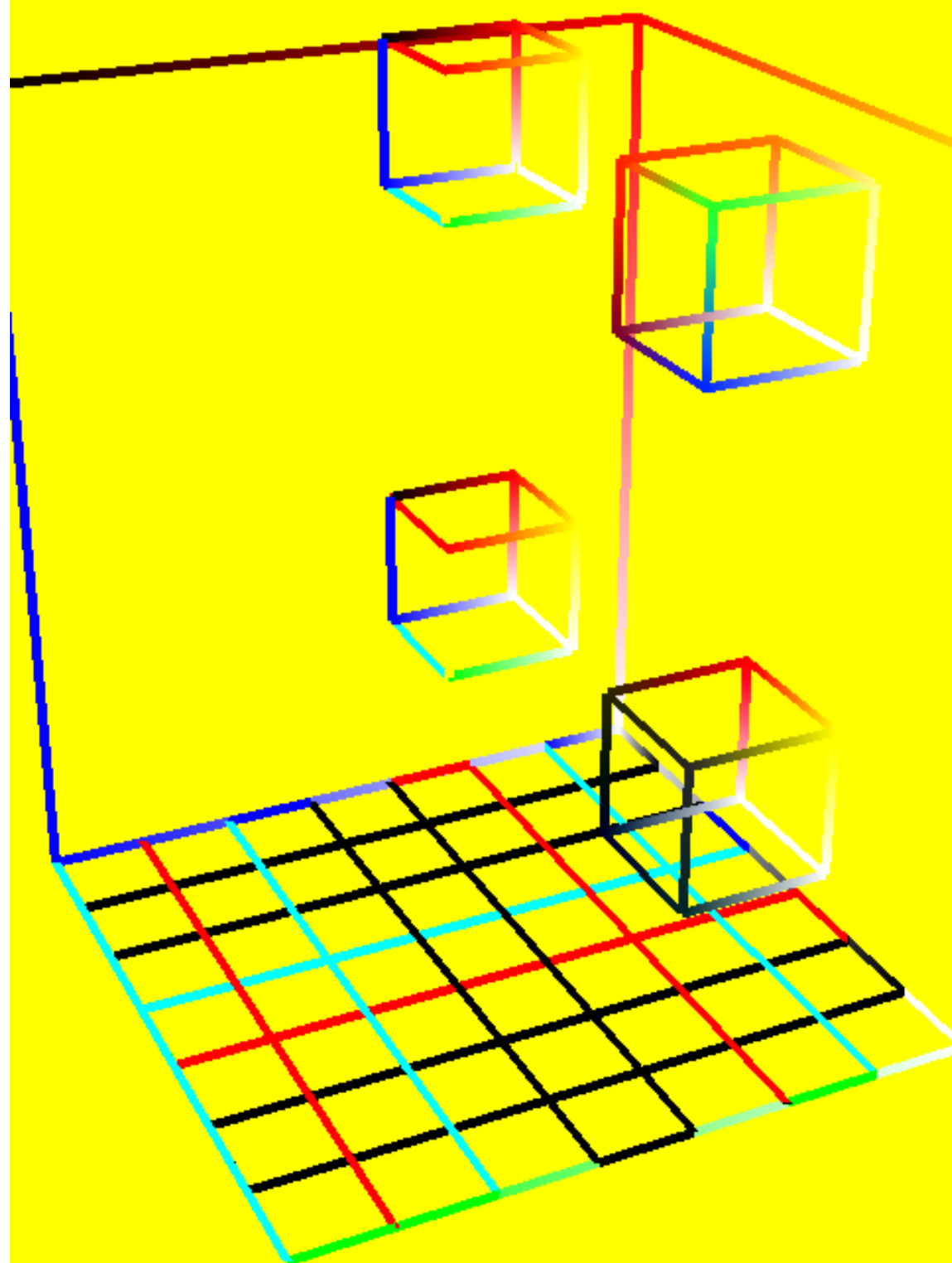
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## 1 Better version, pretty good

- OpenGL 3D version status:
  - basic Necessary changed has been made, but due to lack of necessary informations, debugging for game flow becomes kind of difficult.
  - working on configuring Android studio environment, and configuring debugging tools so that I could potentially get more information for debugging.
  - will update on Sunday evening for studio version.
  - 
  - working slowing step-by-step to get app run without crashing down, getting familiar with app flow & different opengl modules, many bugs on the ways need to be fixed before onto those matrix.
  - but will get them done. I will.
  - 
  - game layout structure:



- most challenge part for tonight, matrix translations & rotations...will continue work on it tonight
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- 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**.

## 2 References

### 2.1 Activity.runOnUiThread()

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### 2.2 3D design

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- <http://www.flakor.cn/2014-05-15-384.html>
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## 2.4 eventQueue vs SurfaceView threads

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## 2.5 Canvas Path subclass

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## 2.6 SurfaceView

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