

# Tetris - Basic Implementation Practice for Android

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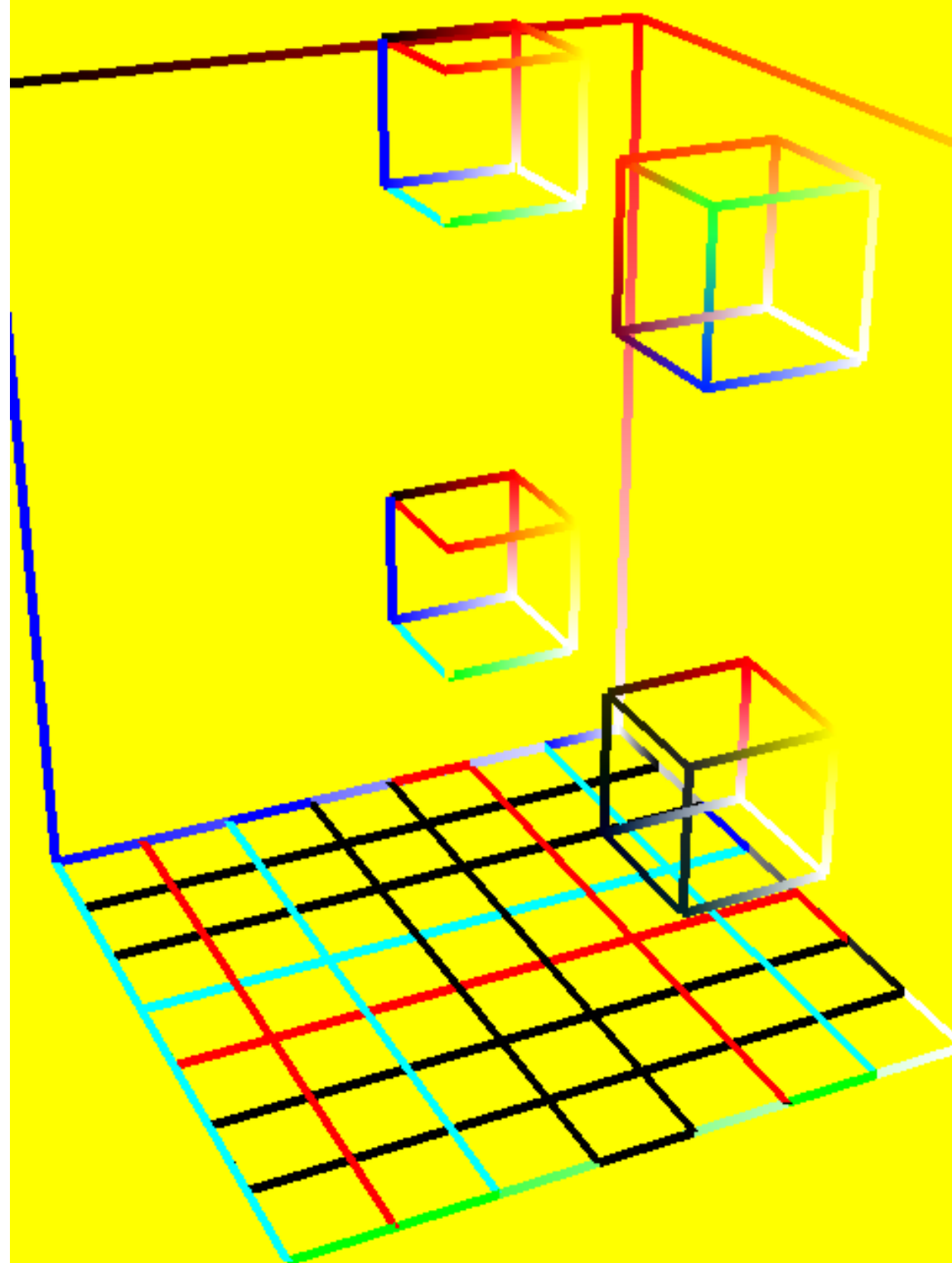
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## 1 Better version, pretty good

- OpenGL 3D version status:
  - 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.
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  - Basic game flow debugging. just fixed one bug today.
  - Will read and work on the existing code, make the app run without crashing down (need add a few buttons for first page, & I had that already), and try to get an initial 3d frames and a couple of blocks showing out.
  - Will try to finish the **Undertable** repository today.
  - Will work on this project during the day, go to class in the evening, and report status later in late evening.
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  - Still trying to adapt from the TetrisGlar app, and worked on the codes that are necessary for a real 3D instead of pseudo-3d.
  - Understand the math part better, to remove unnecessary background parts, mirror parts, beside making 2d ==> 3d, rotation could be modified to be better.
  - Will continue work on this one today after updated "**Undertable Blackmail**" repository.
  - This project is still on and updating, please don't think I could give up this one. Even I made limited progress someday, but I will make this project work after working on it day by day.
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  - I believe about MVP, I am correct now, and I am using the same world center now.
  - For translation, rotation, calculation transformation matrix, I still have to write these utilities in order for my Cubes/Blocks to move.
  - And I should NOT have been blocked by this drawing for so long, but at least now I know I am correct.
  - Will work on Cube==>Block==>Model game flow on Monday, and will update on Monday latest in the evening.

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- 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**.

## 2 References

### 2.1 Activity.runOnUiThread()

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- <http://m.oschina.net/blog/97619>
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### 2.2 3D design

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- triangle: <http://stackoverflow.com/questions/9945321/triangle-opengl-in-android>
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## 2.3 GLSurfaceView

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## 2.4 eventQueue vs SurfaceView threads

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## 2.5 Canvas Path subclass

- how to define drawLine to be drawShapes?

## 2.6 SurfaceView

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## 2.7 gestures

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