

Week 10 Progress Report - Anna

- Dates: 11/17 - 11/23

Progress

Week 10 Goals Completed (4/4)

- ✓ Render game-over screen with final score, high score, and options. *(completed in Week 9)*
 - *Fulfills sub requirement 3.1*
- ✓ Implement play again flow (reset board and score). *(completed in Week 9)*
 - *Fulfills sub requirement 3.2*
- ✓ Implement exit flow (close application). *(completed in Week 9)*
 - *Fulfills sub requirement 3.3*
- ✓ Write unit tests for game-over detection and play again/quit flows.
 - *Fulfills sub requirement 3.4*

Additional Work Completed

- ✓ Fixed minor bug: scores were always showing as 0 on the Game Over screen
- ✓ Remove unused functions and images
- ✓ Added and modified comments/docstrings

Statistics

- **LoC (my contributions)**
 - Source:
 - `app.py` : 1
 - `src\view\pygame_renderer.py` : 1
 - Tests:
 - `tests\test_game_over.py` : 401 (new)
 - **Total:** 403
- **LoC (entire codebase)**
 - Source code:
 - `app.py` : 72
 - `fix_pygame_constants.py` : 25
 - `run_tests.py` : 176

Summary of Progress

`tests/test_game_over.py` (new)

- Comprehensive unit test suite for game-over detection and play-again/quit flows
- Key coverage areas:
 - **Game-over detection** (5 tests): State transitions when pieces collide, flag persistence, input blocking
 - **Play-again flow** (10 tests): RESTART intent handling, state resets, board clearing, high score preservation, multiple cycles
 - **Quit flow** (4 tests): QUIT intent from GAME_OVER and START_SCREEN, state preservation
 - **Score persistence** (6 tests): High score tracking, singleton behavior, multi-game persistence
 - **State transitions** (5 tests): PLAYING ↔ GAME_OVER transitions, invalid intent