

# Week 7 Progress Report - Anna

- Dates: 10/27 - 11/2

# Progress

## Week 7 Goals Completed (3/3)

- ✓ Add multipliers for multiple lines (2, 3, 4) (*completed in Week 6*)
  - *Fulfills sub requirement 1.3*
- ✓ Integrate scoring logic with the board (trigger only after validated line removal)  
(*completed in Week 6*)
  - *Fulfills sub requirement 1.4*
- ✓ Expand unit tests to cover multipliers and edge cases.
  - *Fulfills part of sub requirement 1.7*

## Additional Work Completed

### Week 8 Goals Completed (2/3)

 Display current score in the UI and persist until reset.

- *Fulfills sub requirement 1.5*

 Display high score of the current session in-game.

- *Fulfills sub requirement 1.6*

# Statistics

- LoC (my contributions)

- Source:

- app.py : 6
    - src\constants.py : 1
    - src\game\game.py : 10
    - src\game\score.py : 2
    - src\utils\session\_manager.py : 29 (new)
    - src\view\pygame\_renderer.py : 8

- Tests:

- tests\test\_scoring.py : 96
    - tests\test\_score\_utils.py : 1

- Total: 153

# Summary of Progress

## session\_manager.py (new)

- New singleton-style session manager added to persist session data across game instances.
- Key changes:
  - New module `src/utils/session_manager.py` implementing `SessionManager`.
  - `SessionManager` holds the session `high_score` and provides `update_high_score(score)` to update it atomically.
  - Implemented as a simple singleton so all parts of the program (different `Game` instances) share the same session state.

## app.py

- Updated to integrate session-level high score handling and to centralize score rendering.