

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