

Week 6 Progress Report

- Dates: 10/20 - 10/26

Progress

Week 6 Goals Completed (3/3)

 Implement scoring logic decoupled from rendering (testable module).

- *Fulfills sub requirement 1.1*

 Implement base scoring function (award points for clearing one line).

- *Fulfills sub requirement 1.2*

 Write initial unit tests for base scoring.

- *Fulfills part of sub requirement 1.7*

Additional Work Completed

Week 7 Goals Completed (2/3)

- Add multipliers for multiple lines (2, 3, 4)
 - *Fulfills sub requirement 1.3*
- Integrate scoring logic with the board (trigger only after validated line removal).
 - *Fulfills sub requirement 1.4*

Statistics

- **LoC** (my contributions)

- Source:

- `src\game\board.py` : 6
 - `src\game\game.py` : 12
 - `src\game\score.py` : 18 (new)

- Tests:

- `tests\test_scoring.py` : 71 (new)
 - `tests\test_score_utils.py` : 30 (new)

- **Total:** 137

- **LoC** (entire codebase)

- Source code:

- `app.py` : 57

Summary of Progress

board.py

- Added `__lines_cleared` attribute to `Board` class
 - Stores an int that represents the number of lines that are cleared at once
 - Added `lines_cleared` property for accessing value
 - Implemented line counting logic in `clear_full_lines()`

score.py (new)

- New file for scoring utilities
- Currently contains one function: `points_for_clear()`
 - Returns an int representing the total number of points earned based on the total number of lines cleared at once
 - Contains a map mapping the number of lines cleared at once to the number of points