

# 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