

# Week 4 Progress Report: Movement & Rotation

- Dates: 9/29 - 10/5

## Week 4 Goals:

- ✓ Implement logic for movement
- ✓ Implement rotation logic using rotation states from figures.py
- ✗ Ensure piece state updates correctly after each action (move or rotate)
- ✓ Add unit tests to cover basic movement and rotation scenarios

- LoC

- Source code:

- `src/constants.py` : 28
    - `src/figures.py` : 16
    - `src/game/board.py` : 160

## Summary of changes under src/

- Files changed:
  - `src/game/piece.py`
  - `src/game/board.py`
  - `src/game/row.py`

# Major Changes

## 1. `piece.py`

- Changes
  - Moved all the movement and rotation functions to `board.py`
  - Changed to where piece instance is now passed into movement and rotation functions in board class

## 2. `board.py`

- Changes
  - Added movement and rotation functions to this class
  - Changed piece visual state to be updated after each movement or rotation
  - Fixed a bug in `grid_position_to_coords` causing piece to be placed in wrong position on board