Distributed Tetris

Sergio Arcos Sebastián
Jordi Castells Sala
Josep Cugat Prieto

Programming workshop on Android applications for Google Phones
Google EMEA's AndroidEDU

https://github.com/m13/DisTetris

24th January 2011

Table of contents
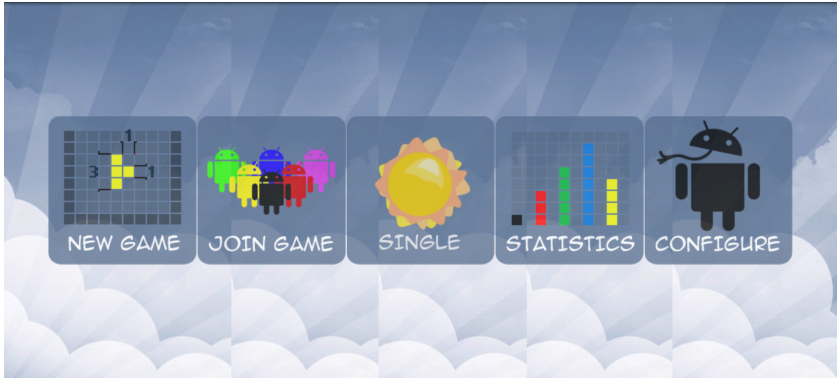
Brief

- ▶ Teams and turns
- ▶ Player color
- ▶ Team score
- ▶ Touch control
- ▶ Fast Fall

Main view

Transfers

Server	Client

UDP-Broadcast

UDP-Signal ────────────────────────────→

←──────────────────────────── TCP-Connection

WAITINGROOM <WaitingRoom> ──────────→

...

UPDATEBOARD <Board>

UPDATEMYTURN 2 ──────────────────────→

STARTGAME

←──────────── UPDATEDBOARD <Board>

UPDATEBOARD <Board>

←──────────── TURNFINISHED <Board>

UPDATEBOARD <Board>

...

UPDATEMYTURN 2 ──────────────────────→

...

SHUTDOWN
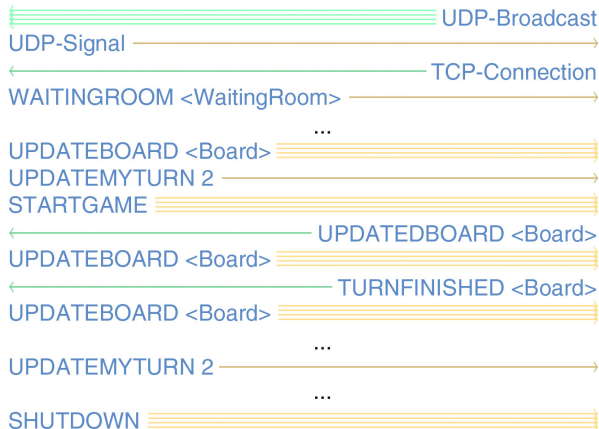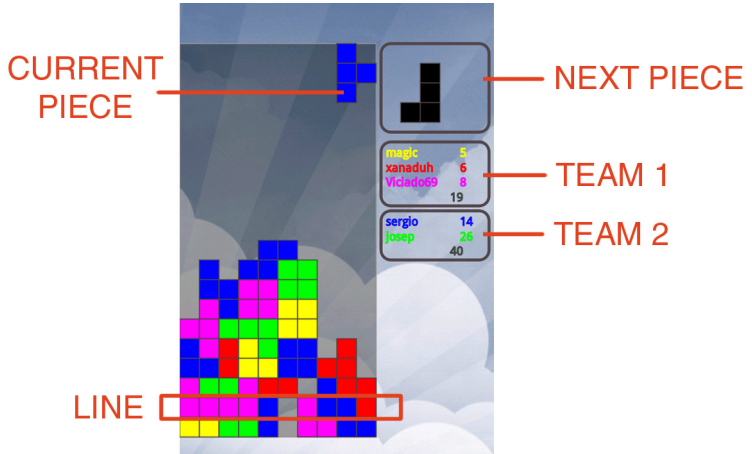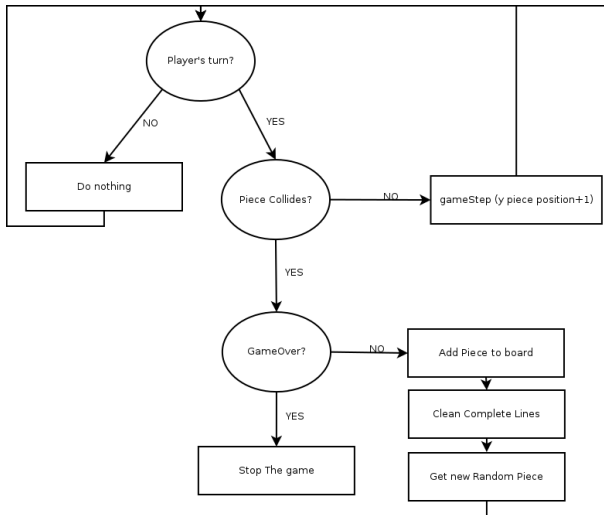
Game view

Game diagram

Conclusions

- ► The design can always be better
- ► We have found a net core bug
- ► It exists since 1984

Distributed Tetris

Sergio Arcos Sebastián
Jordi Castells Sala
Josep Cugat Prieto

Programming workshop on Android applications for Google Phones
Google EMEA's AndroidEDU

https://github.com/m13/DisTetris

24th January 2011