Software Development

Incremental development method

Hello, world!
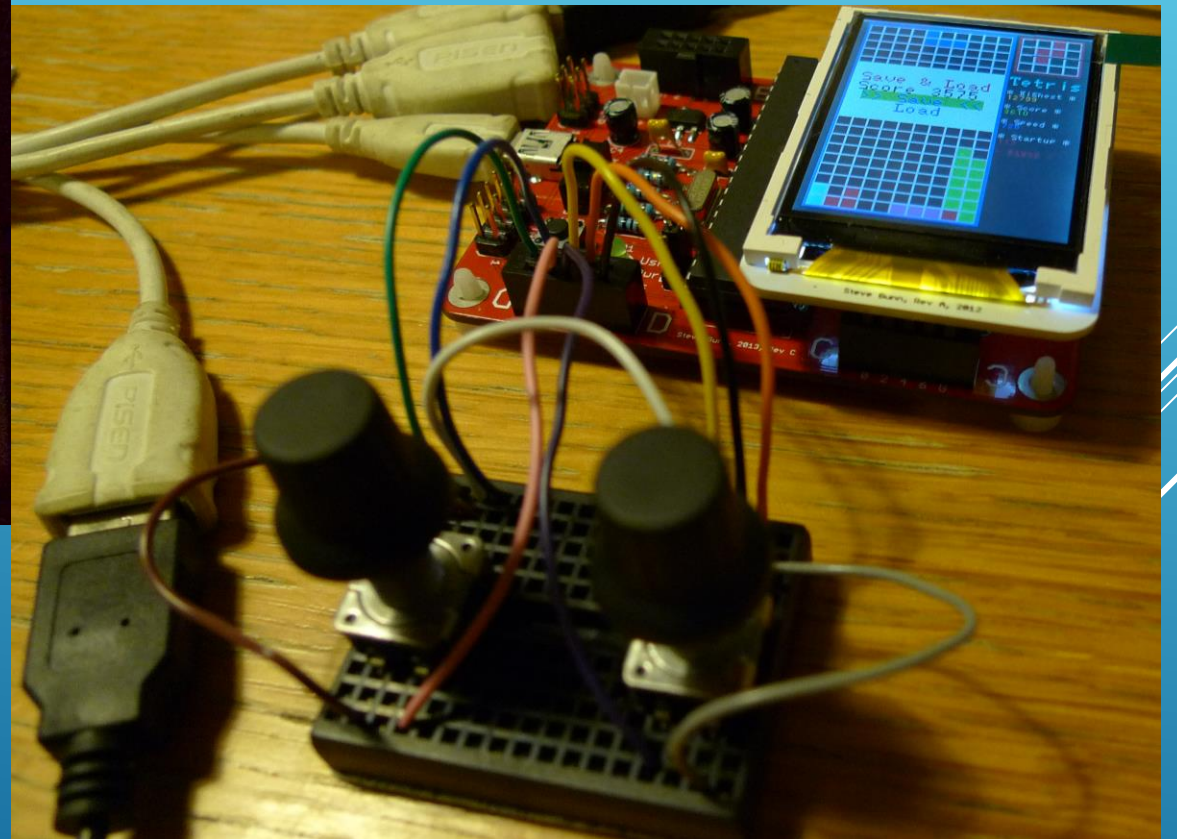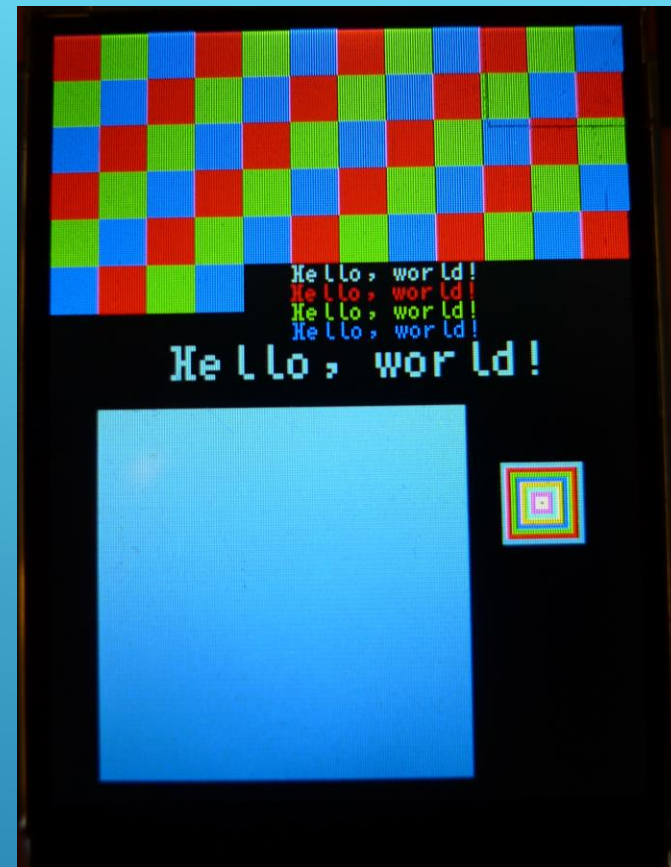
Norman

(Yubo Zhi)

Incremental development method

- Split entire program into small parts
- Perhaps continually split them into smaller parts
- Complete basic data structures & functions first
- Build a further small part every time, make sure it works as required
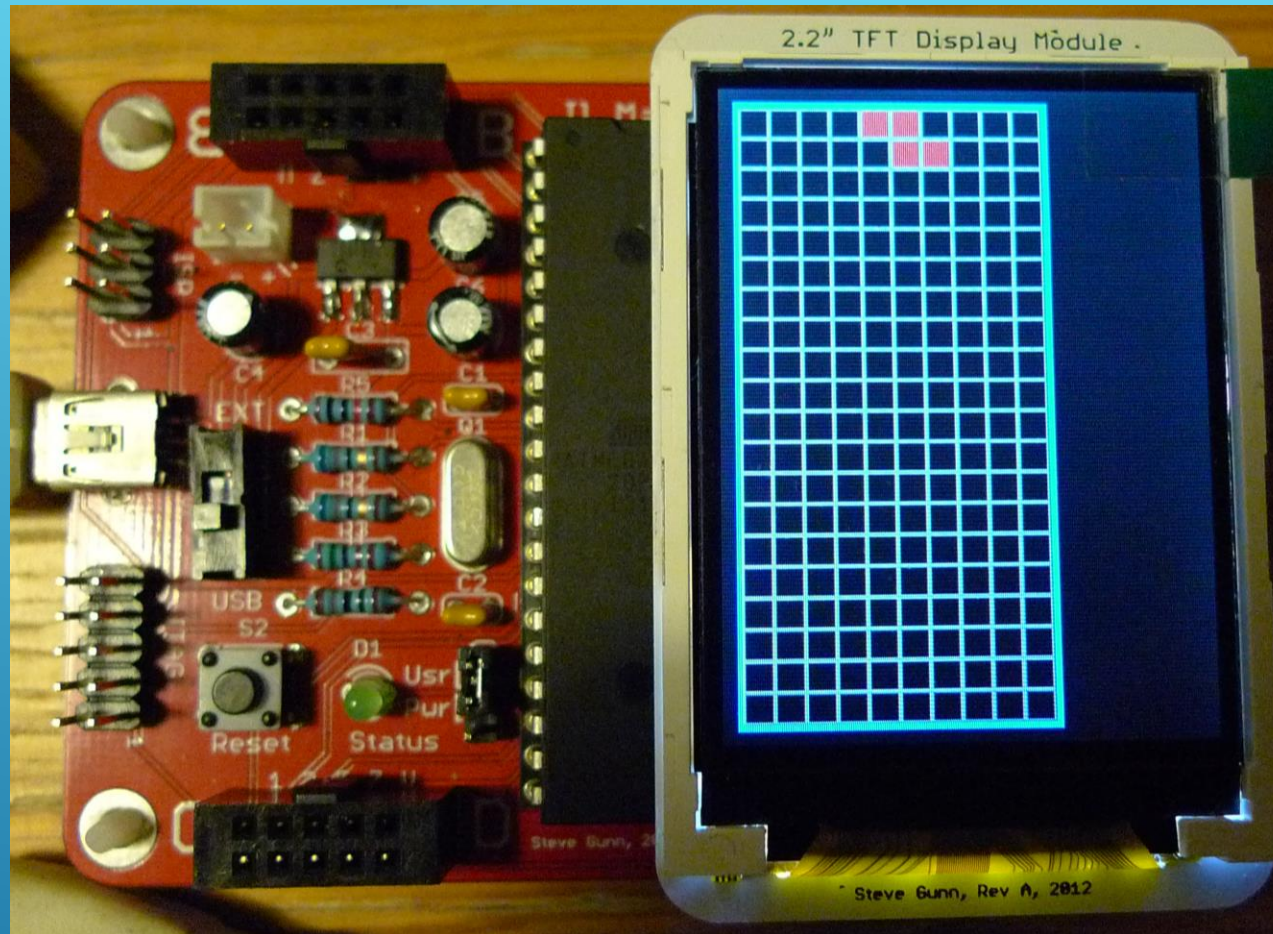- Continually build & combine parts, until finish the program
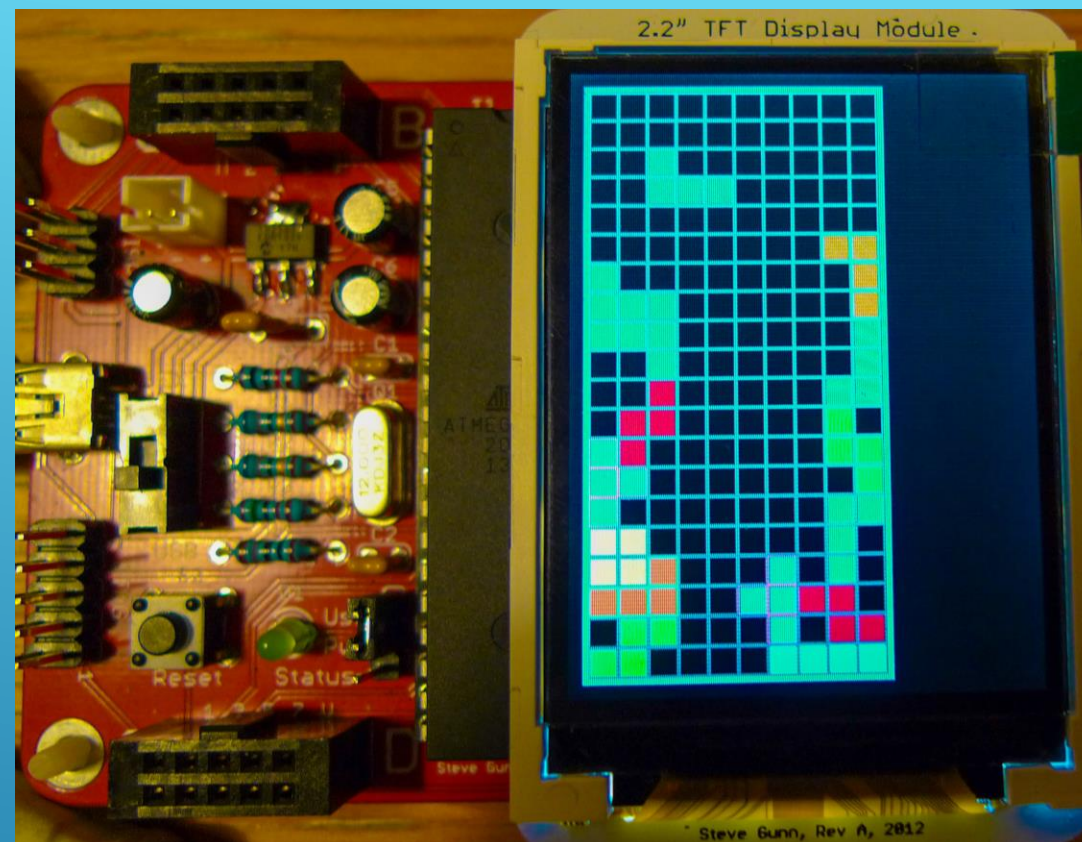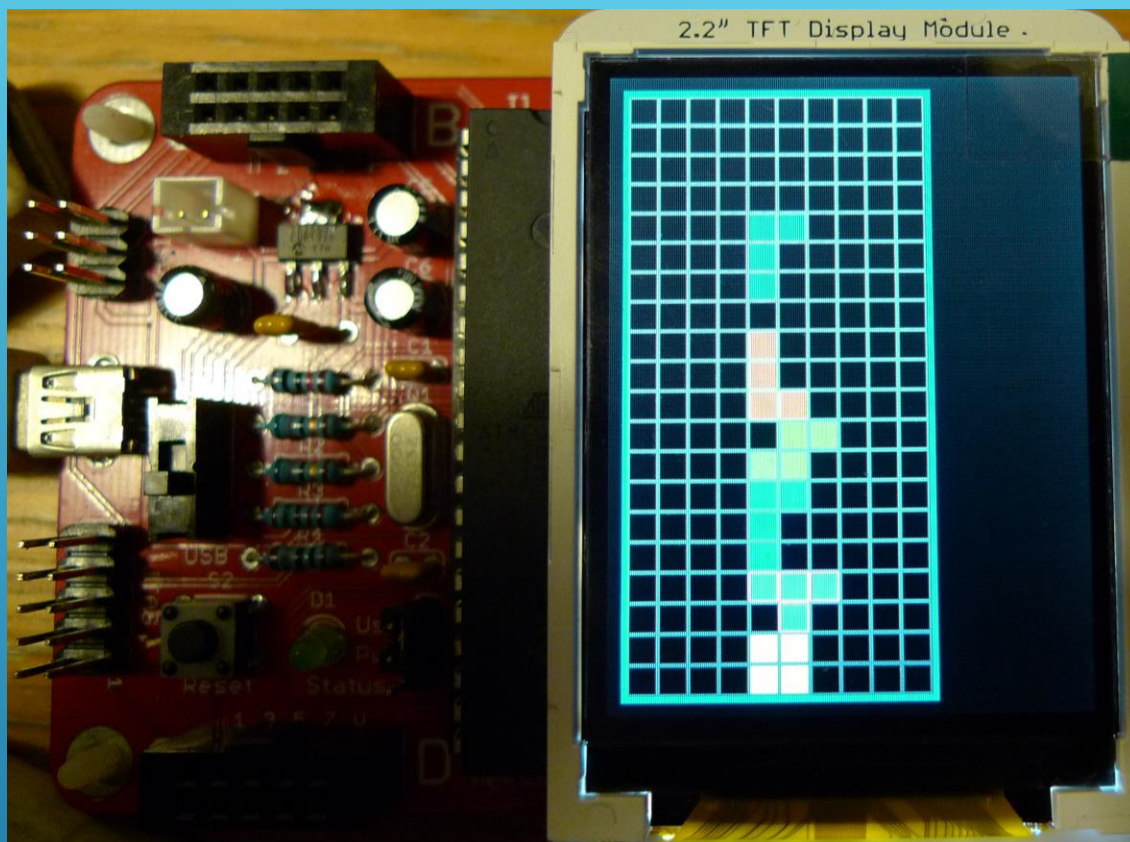- Perhaps some extensions
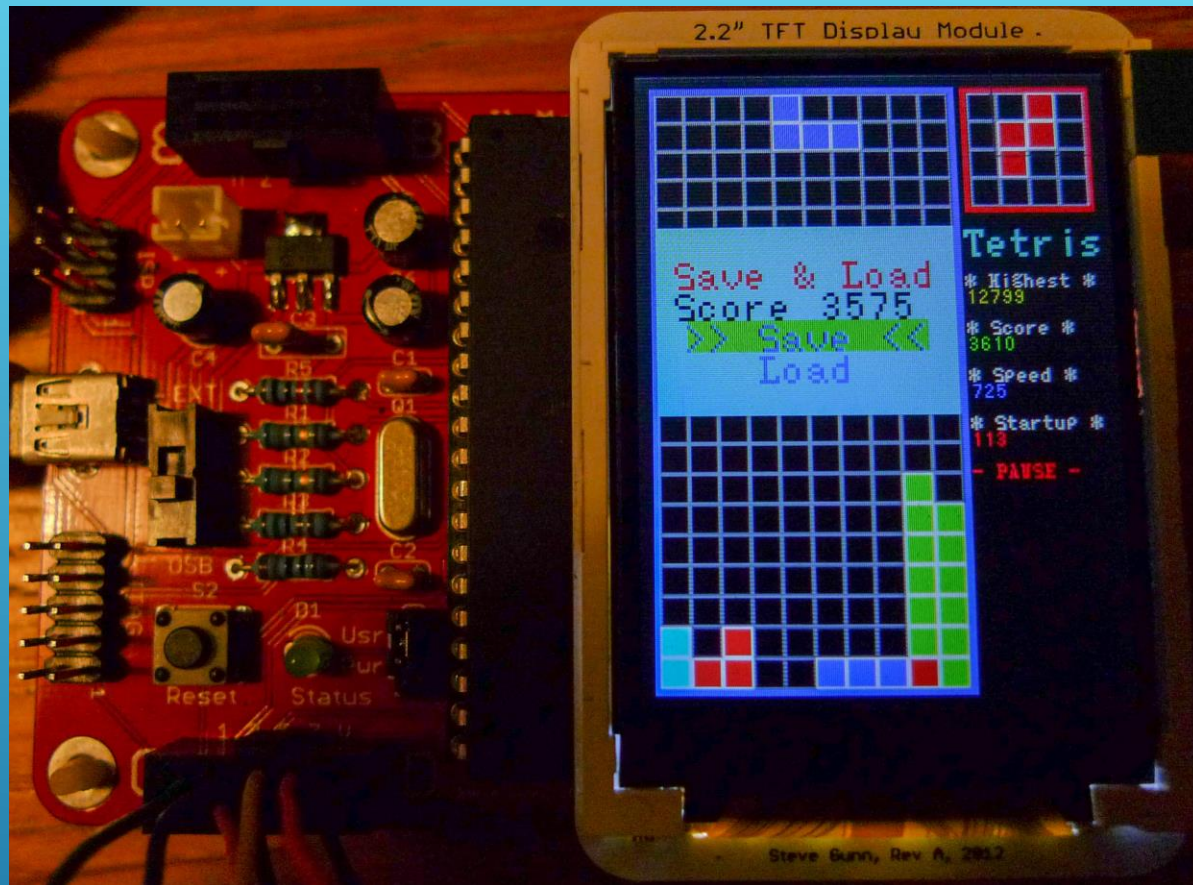
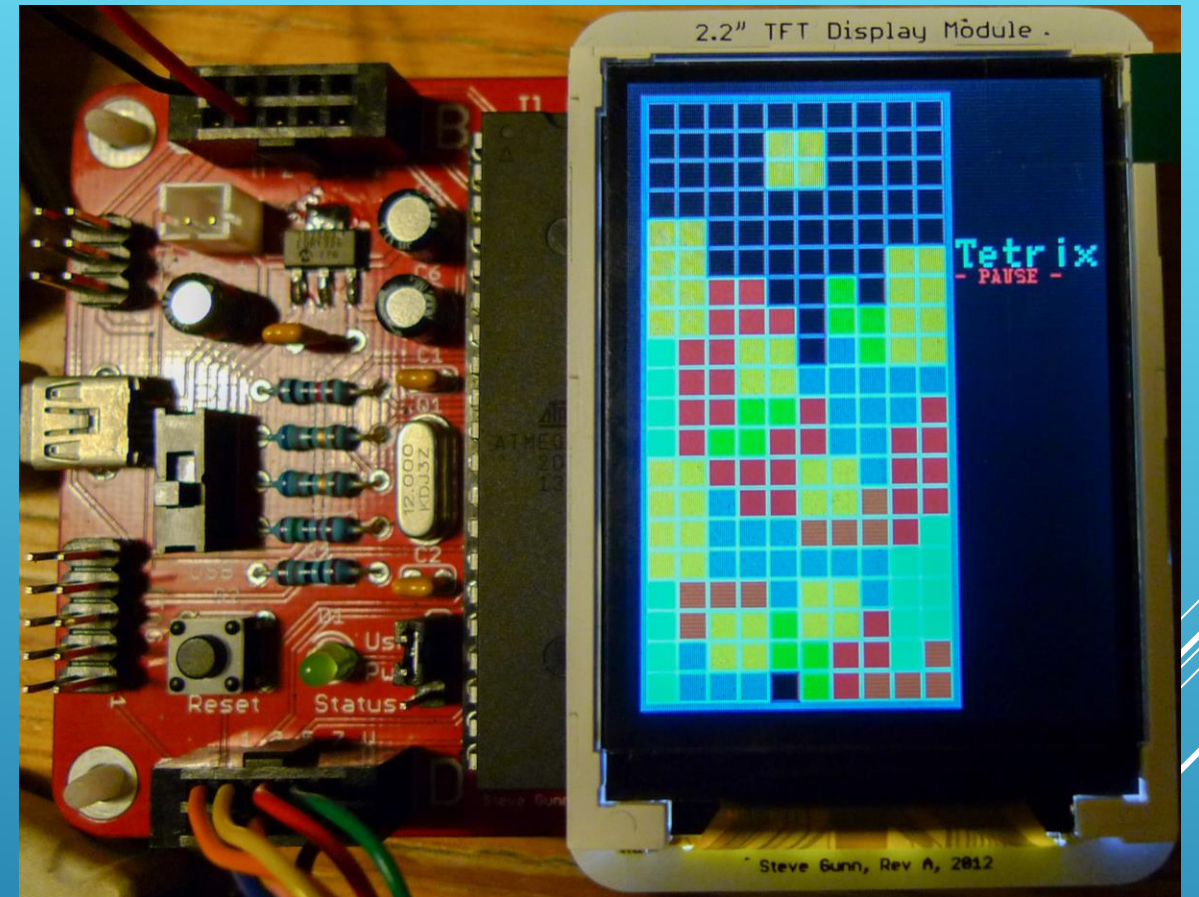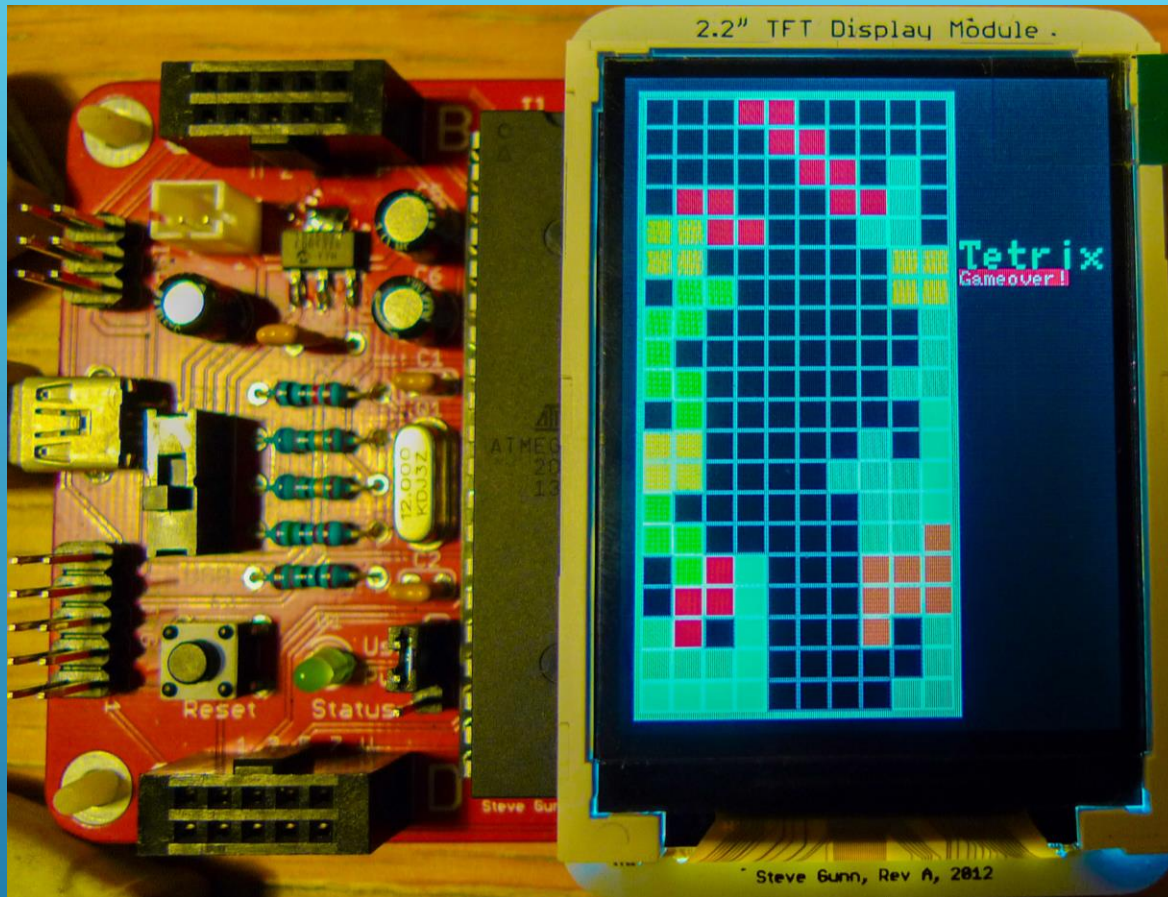# TETRIS!

Initialise the TFT, basic drawing functions

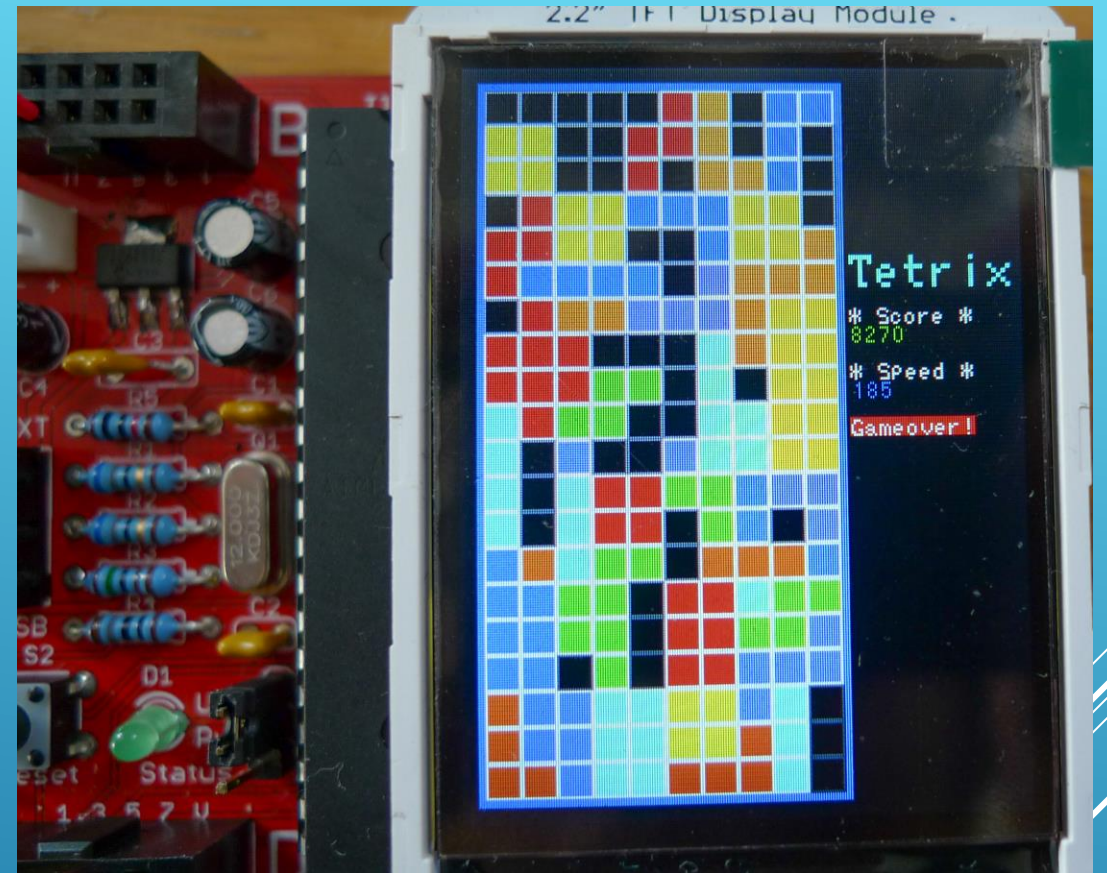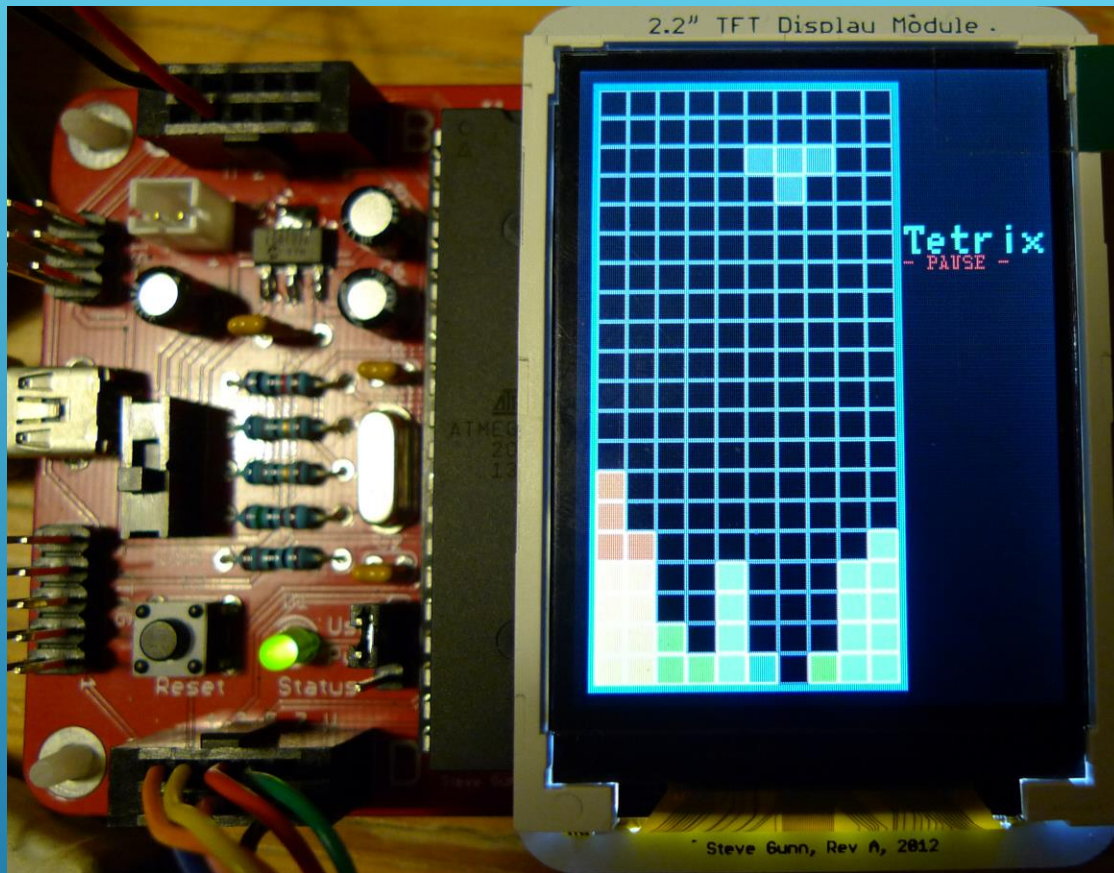Board display, random generation function

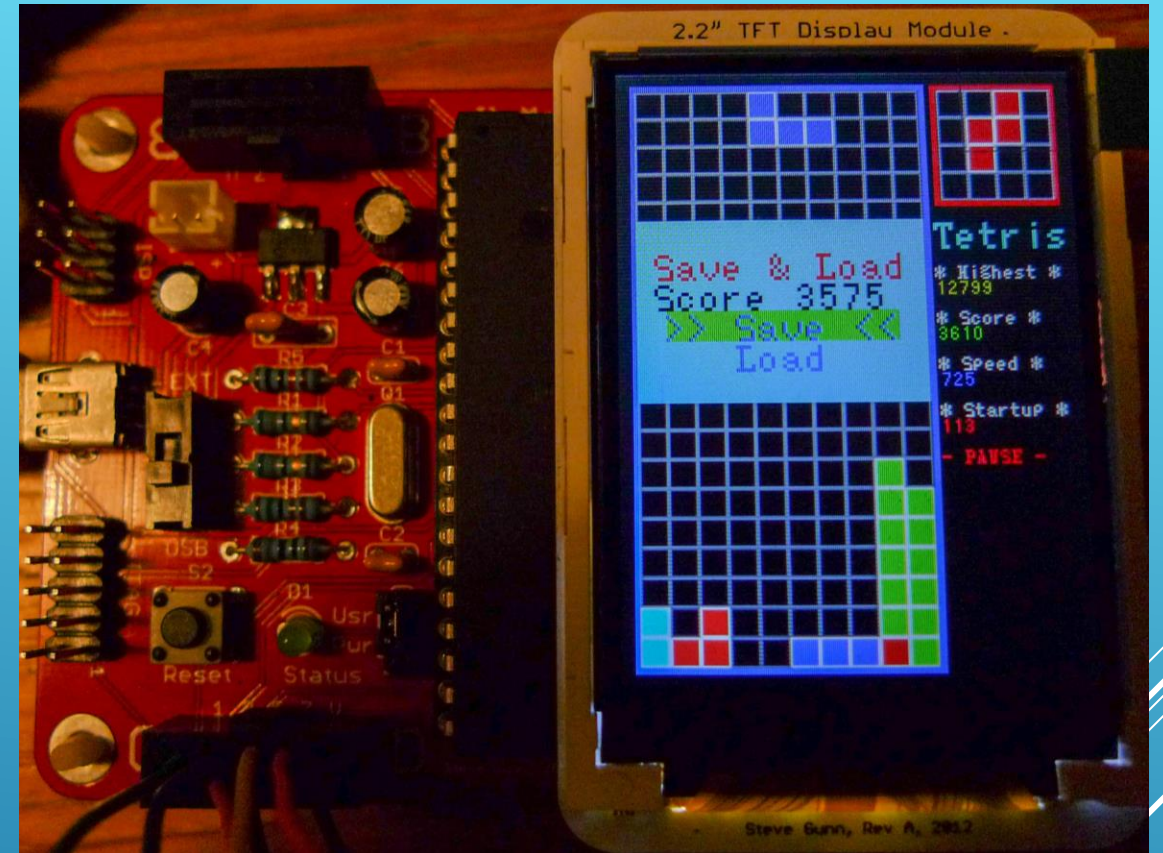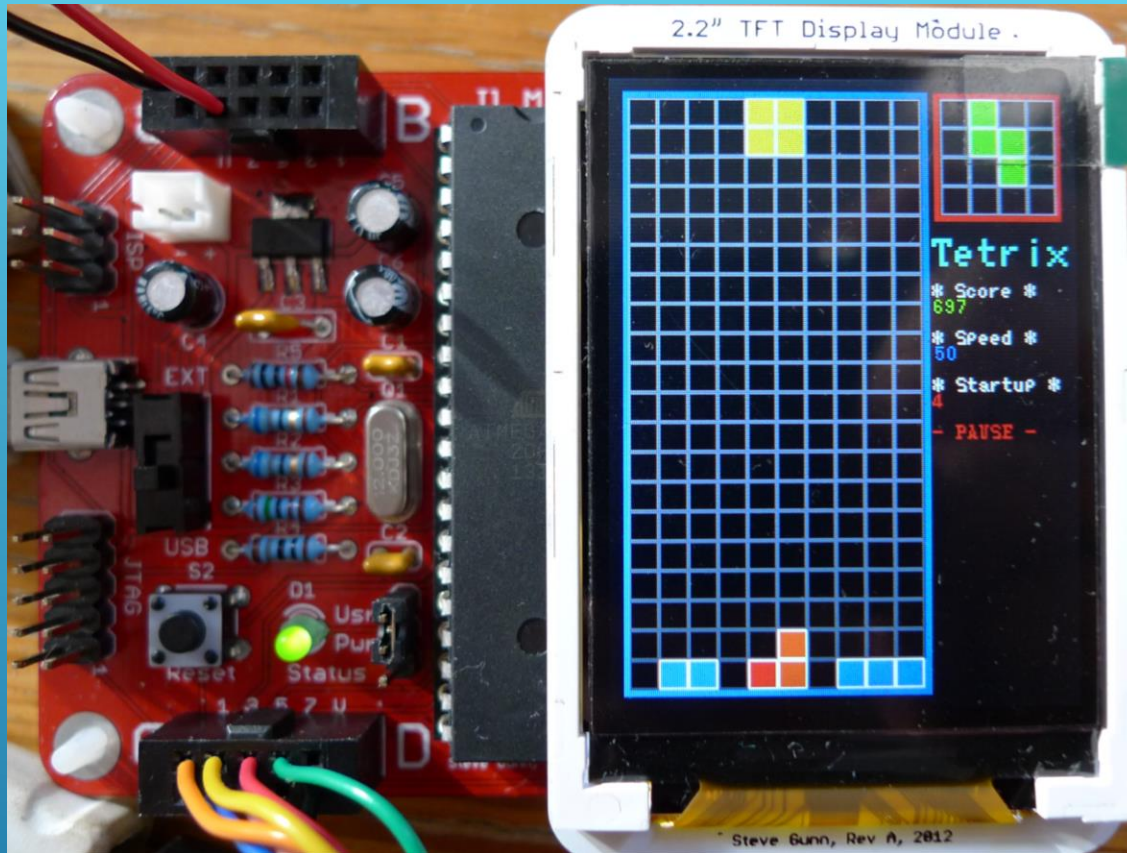Drop & place function, move function

Game over detection, keypad control & pause

Line eliminate, score & speed display

Extended: next unit, high score, save & load

Incremental development

- Advantages:

    Small parts of code is easier to write

    Easy to debug

    Easy to extend

    Can be used for group project

- Disadvantages:

    Difficult to change basic structure

Thank you!

- Reference: http://en.wikipedia.org/wiki/Software_development_methodology
- Source code: https://github.com/zhiyb/TFT/tree/Tetris

- Questions?