

CS 246 - Quadris Demo

do not
clear any
rows here

- first show all 7 types of block with 7drop command
- then ~~add~~ level up and drop a few blocks on right
 - exit and run with -seed ##### then repeat above
 - do this with textonly mode and ~~scriptfile~~ scriptfile seq 2
- exit and run again with -startlevel 4
 - level down with 4leveldown
 - demo left, right, down, rotations, drop
 - show multiplier and auto complete
 - do restart and sequence ../tests/notmove.txt
 - show that block can't move through another
 - do restart and seq ../tests/singlerow.txt
 - count, 2 right, drop
 - do restart and seq ../tests/del_hint_mult.txt
 - hint
 - I hint then go make that move (clock 9ri)
 - drop [] in recommended spot
 - I hint and clock 3ri drop
 - show hint
 - I hint clock ri drop
 - 3levelup
 - 5drop to show randomness
 - ~~nonrandom~~ sequence2.txt to show 50 5T...
 - 10drop to trigger game over. type yes
 - 4levelup
 - nonrandom sequence_2.txt
 - random, then drop some blocks. will also demo lvl 6

Extra Features

- mention our use of shared_ptr for all dynamic memory
- then, trigger gameOver and type no to quit
 - run ./quadris -seed time
 - show that highScore is loaded from a file
"quadrisHighScore"
 - demo rename
 - e.g. rename clockwise on
 - rename counterclockwise on
 - ask T.A. if we are missing anything that they would like to see