DOKUZ EYLUL UNIVERSITY

ENGINEERING FACULTY

DEPARTMENT OF COMPUTER ENGINEERING

CME1251 PROJECT BASED LEARNING – I

PROGRESS REPORT

PROJECT – I

TETRIX

by

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12.10.208

CHAPTER ONE

PROGRESS SUMMARY

1.1 Work Done

Rıdvan Özdemir: We thougt about give a form to game with our opinions before made a flowchart and then we made the flowchart. I created a board with input functions.

Hazar Özyağcı: We thougt about give a form to game with our opinions before made a flowchart and then we made the flowchart. Through random function, I generated random piece from within five unique pieces and write it with output function.

Eray Kaplan: We thougt about give a form to game with our opinions before made a flowchart and then we made the flowchart. I have done is asking player for X and Y coordinates to settle it.

1.2 Work in Progress

Rıdvan Özdemir: We are working on settling pieces correctly. Also we must pay regard to board if we have enough empty box for settle pieces. We are checking our codes and trying to unite our codes together.

Hazar Özyağcı: We are working on settling pieces correctly. I need to consider that are X and Y coordinates proper for board coordinates? We are checking our codes and trying to unite our codes together.

Eray Kaplan: We are working on settling pieces correctly. I am working on score board. We are checking our codes and trying to unite our codes together.

1.3 Work to Be Done

Rıdvan Özdemir: Our next step is adjusting the main loop of game. I will try to add game sounds.

Hazar Özyağcı: Our next step is adjusting the main loop of game. I will create opening and tutorial pages.

 Eray Kaplan: Our next step is adjusting the main loop of game. I will work on background colours.

CHAPTER TWO

ALGORITHMS AND SOLUTION STRATEGIES

Rıdvan Özdemir : Firstyly I defined the boards coordinates as integer for able to check them empty or full more easier. I place the pieces and loop the game for game continuity. If there is empty board's coordinate, game will loop again until the all coordinates be full
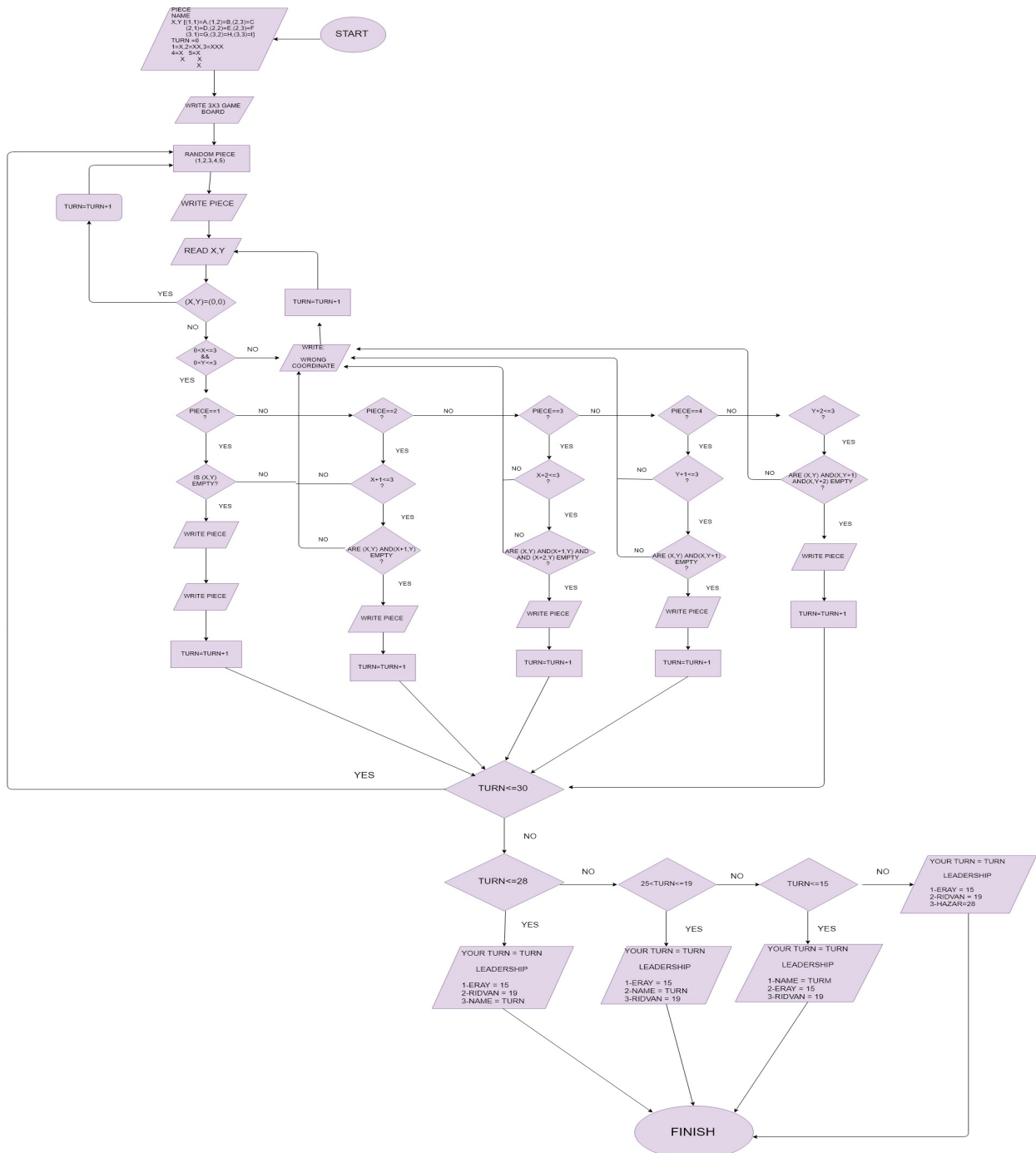
Rıdvan Özdemir: I wasted my time on thinking about saving pieces which have settled while game is looping. I was confused about how I define to board coordinates. I was confused about how I clear to screen from previous turn.

Hazar Özyağcı: I was confused about how I use functions for settling pieces. I wasted my time on thinking about saving pieces which have settled while game is looping. I tried to illustrate flowchart more basic but i couldn't.

Eray Kaplan: I was confused about how I use functions for settling pieces. I tried to make a flowchart but i did a very simple algorithms. I couldn't update scoreboard and I'm still working on that.