**Team 5 Project Proposal**

Team Members: Laura Baldwin, Stephanie Krass, Logan Maack, Brian Parks, Nicholas Sixbury

Team Leader: Stephanie Krass

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| Task | Team Member Responsible | Projected Completion |
| UML Class Diagram (typed) | Stephanie Krass | 10/24/2019 |
| tPiece | C | 11/8/2019 |
| capLPiece | A | 11/8/2019 |
| mirrorLPiece | A | 11/8/2019 |
| Ipiece | C | 11/8/2019 |
| squarePiece | C | 11/8/2019 |
| sPiece | B | 11/8/2019 |
| zPiece | B | 11/8/2019 |
| Point | D | 10/25/2019 |
| Score | E | 11/1/2019 |
| Rules | D | 11/12/2019 |
| Stats | E | 11/8/2019 |
| Board | ABCDE | 11/20/2019 |
| TetrisApp | ABCDE | 11/26/2019 |
| Project Submission Write-up | ABCDE | 11/28/2019 |
| JAR file creation | ABCDE | 11/28/2019 |
| Presentation Document | Non-presenters | 11/28/2019 |
| Presentation Script | presenters | 11/28/2019 |

Project Timeline:

Languages to be used: Java

Possible Classes: TetrisApp, Board, Score, Rules, Stats, Point, tPiece, lPiece, squarePiece, sPiece, zPiece, mirrorLPiece, IPiece,

How Classes will interact:

The Point class will be inherited by tPiece, lPiece, squarePiece, sPiece, zPiece, mirrorLPiece, and IPiece. The Rules class will be called on by the Board class to control the movement of the pieces as well as well a row needs to be cleared. It will make sure that pieces stay on the board space as well as control leveling up and when a player loses the game. The Board class will also call on the individual piece classes in order to generate an ArrayList of pieces to be used in the game. The Score class will track a player’s score and pass that information to the Stats class as the Stats class will be a child class of the score class. The TetrisApp class will be a GUI that displays the Board class as well as the Stats class values and will also have the ability to reset the Board class a new instance to start a new game.