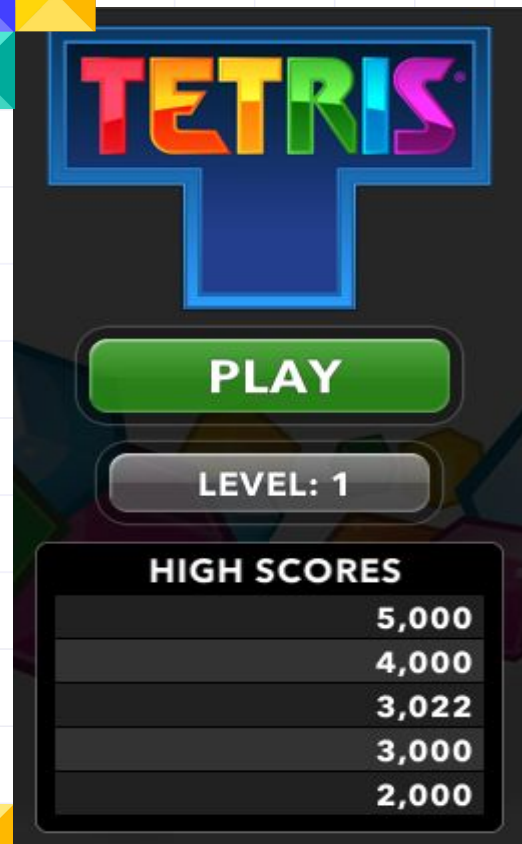# TETRIS

Software Systems 2024

Shree Madan & Alex Matsoukas

PROJECT OVERVIEW

GOAL

Create an interactive software in C that allows user to play a game of tetris.

- Implement existing Tetris rules and scoring
- Clear visual representation

CONTENTS

01.
IMPLEMENTATION

How did we do it?

02.
DEMO

What does it look like?

03.
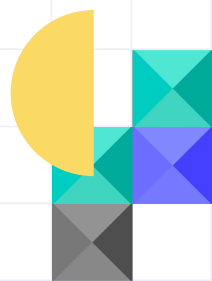### RETROSPECTIVE

What did we learn?

HOW DO WE REPRESENT A PIECE?

```c
typedef struct tetromino {
    int rows;
    int cols;
    int shape[4][4];
    SDL_Color color;
    char letter;
} tetromino;
```
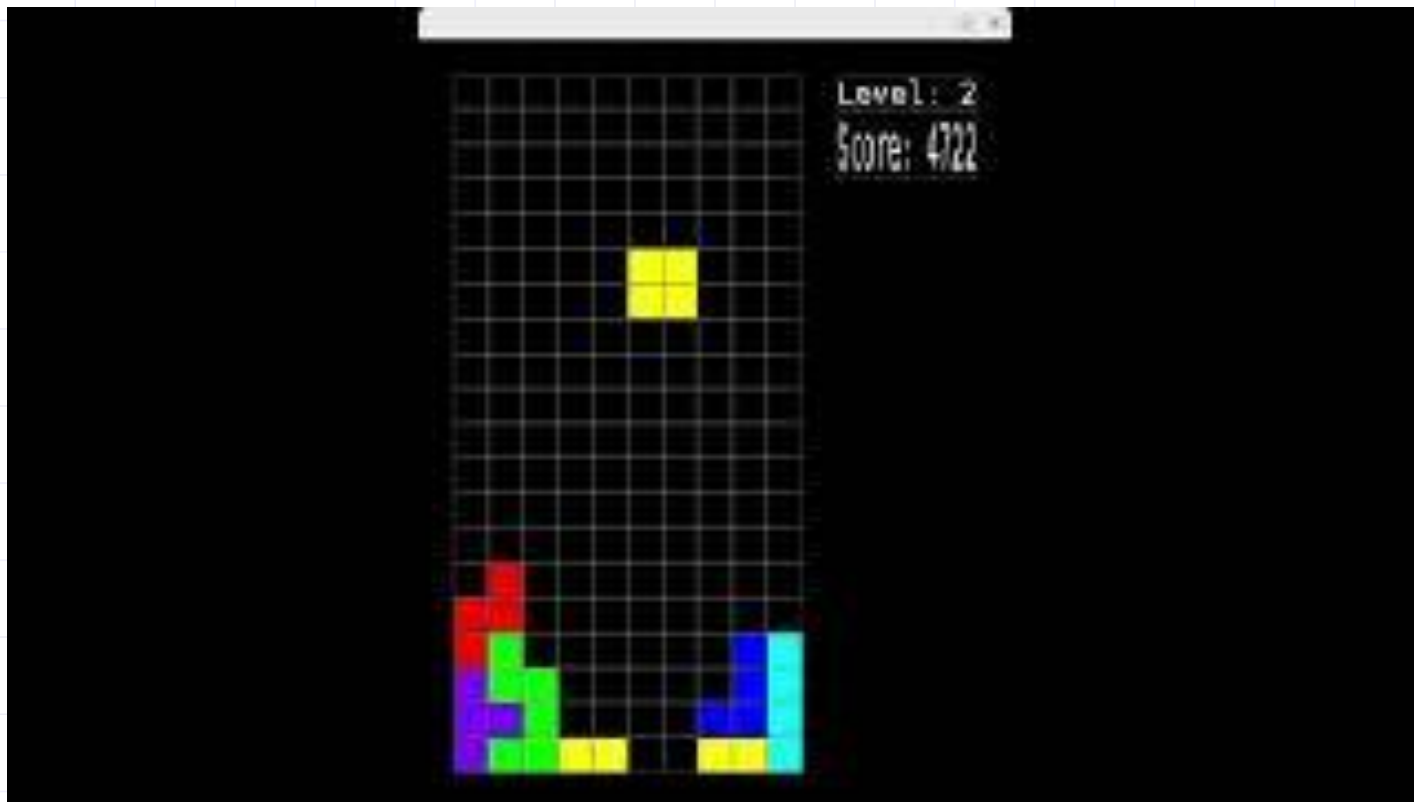
MODEL

- Collision detection
- Line Clearing
- Scoring / Levels / Fall Speed
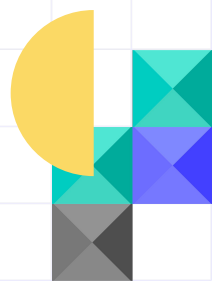- Rotation

VIEW

- Rendering using SDL / SDL_ttf

CONTROLLER

- User Input - key input, mouse clicks

Level: 2
Score: 4722

RETROSPECTIVE

- Pick a model to follow before you start coding.
- Start with a planned code architecture.
- Deal with your Clang-Tidy Warning as they come.
- Pick your language based on your project.

THANK YOU