

Dionysus

2018



GAME

视觉中国

ID: VCG41183578976
gettyimages

DionyStu

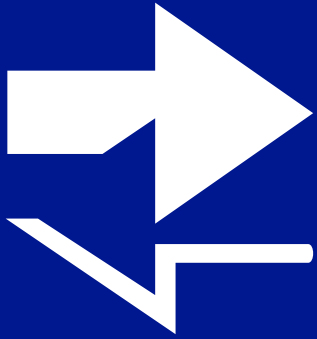
2018



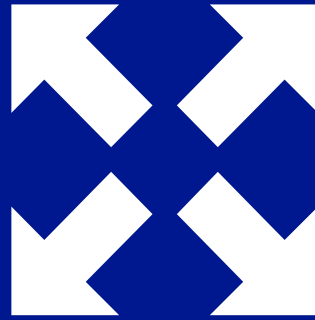
Song Jiangkanghong
Zhou Haobo
Xue Jianyue
MAN HUA TAO

What are our games?

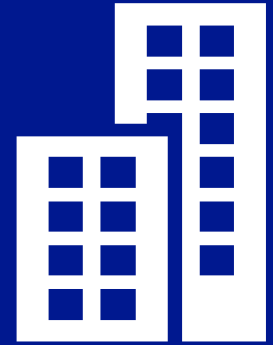
2048



Mine
Sweeping



Crazy
Tetris



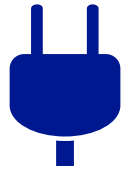
2048

1

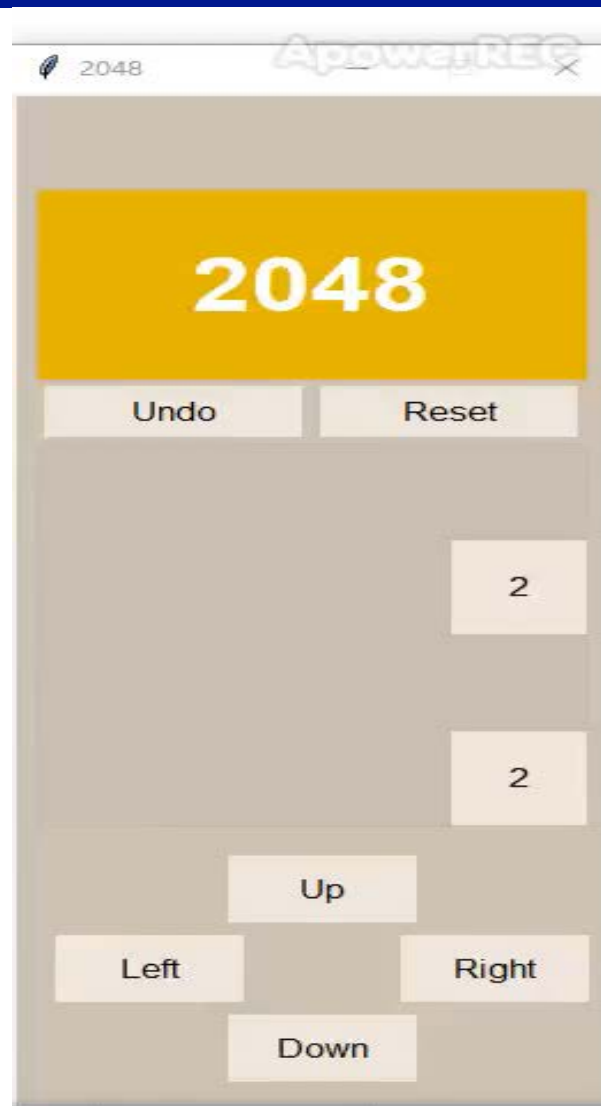
Mine Sweeping

Crazy Tetris

2048



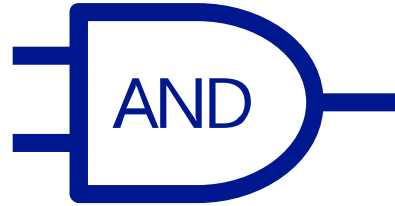
Display



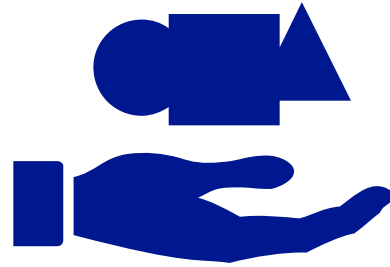
2048



Main



Frame

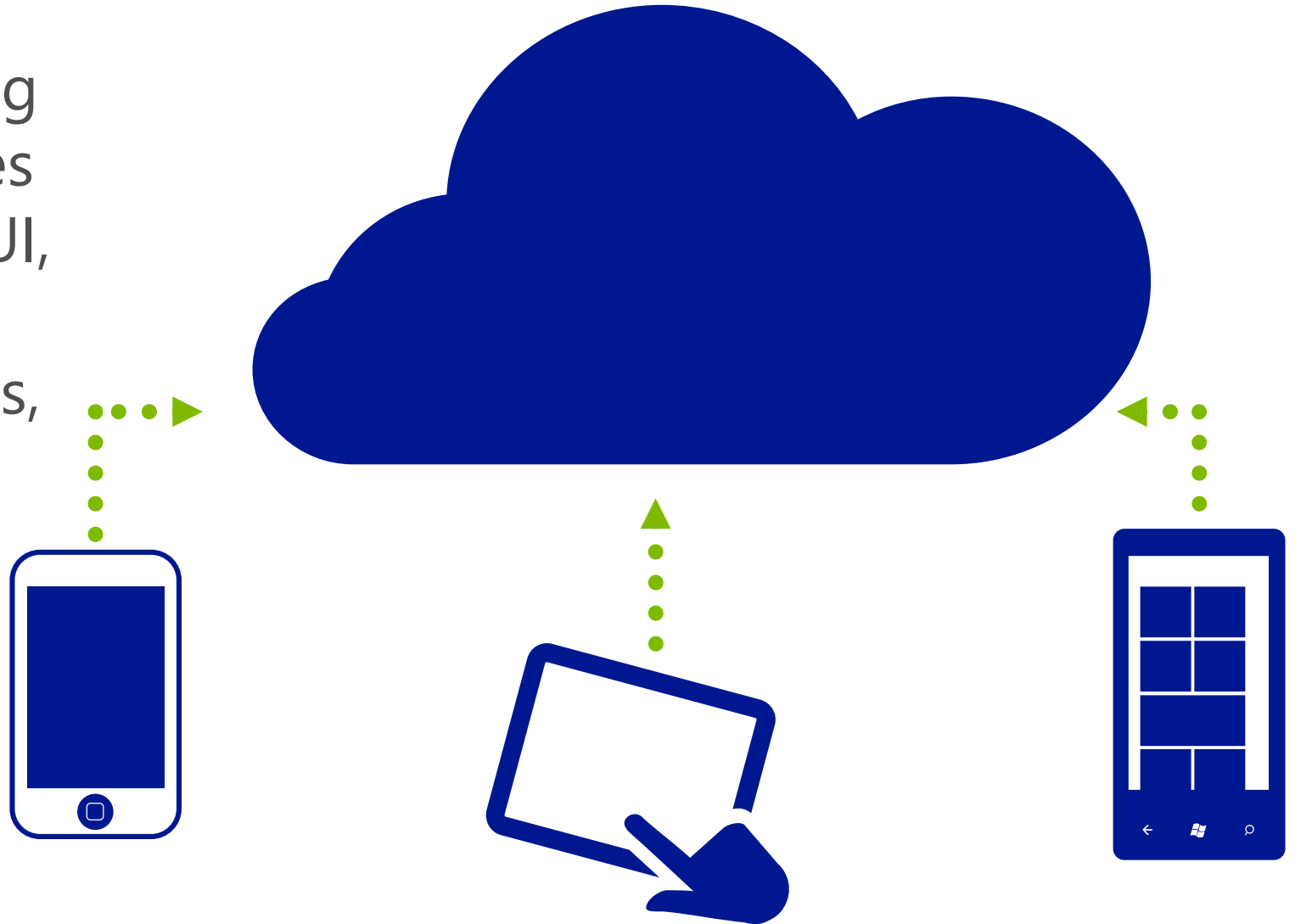


Function



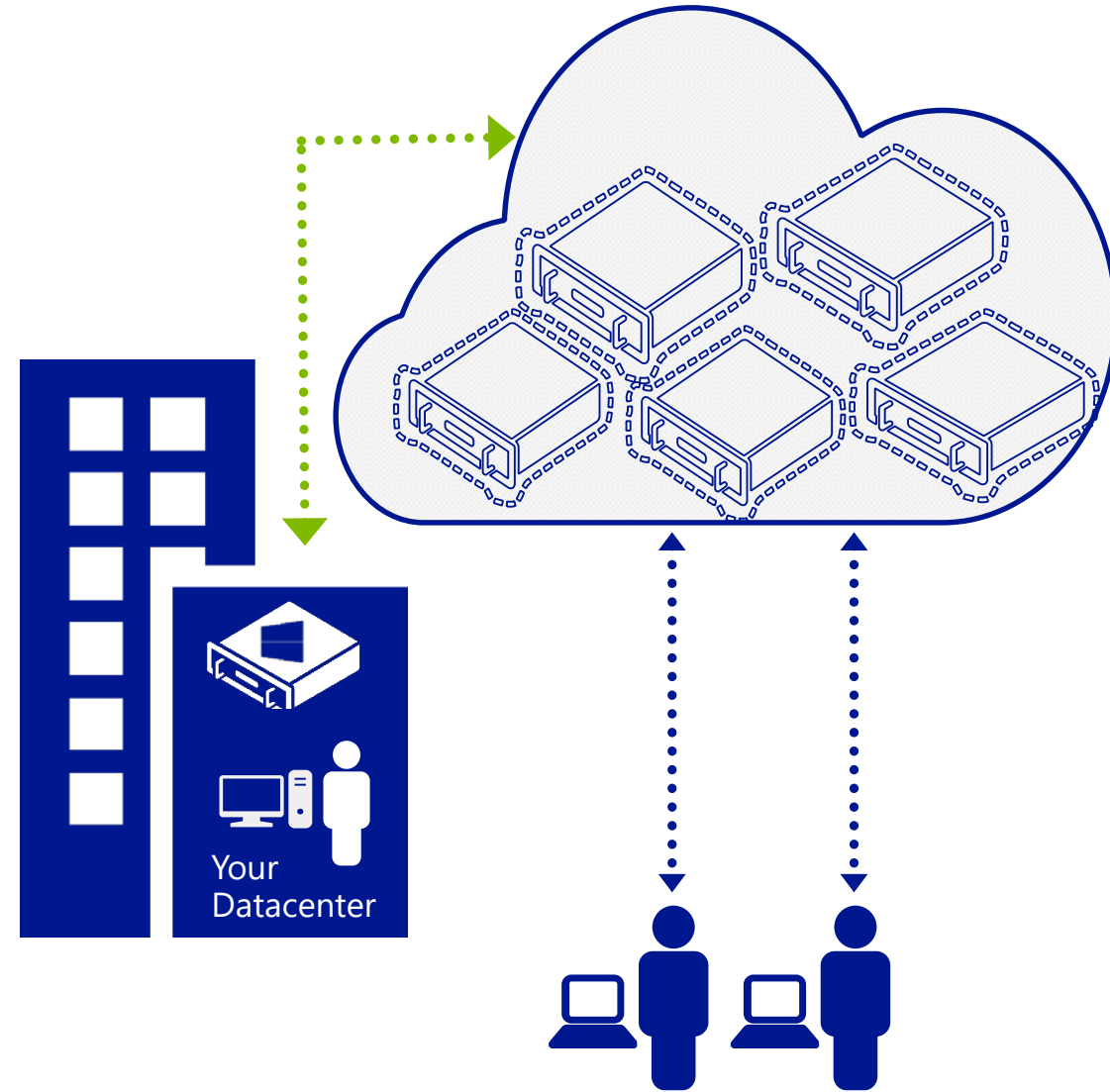
Whole idea- Main

The main program including invocation of other modules at initialization, painting GUI, initializing matrix, binding button, drawing 2048 boxes, revocation, resetting and other functions.



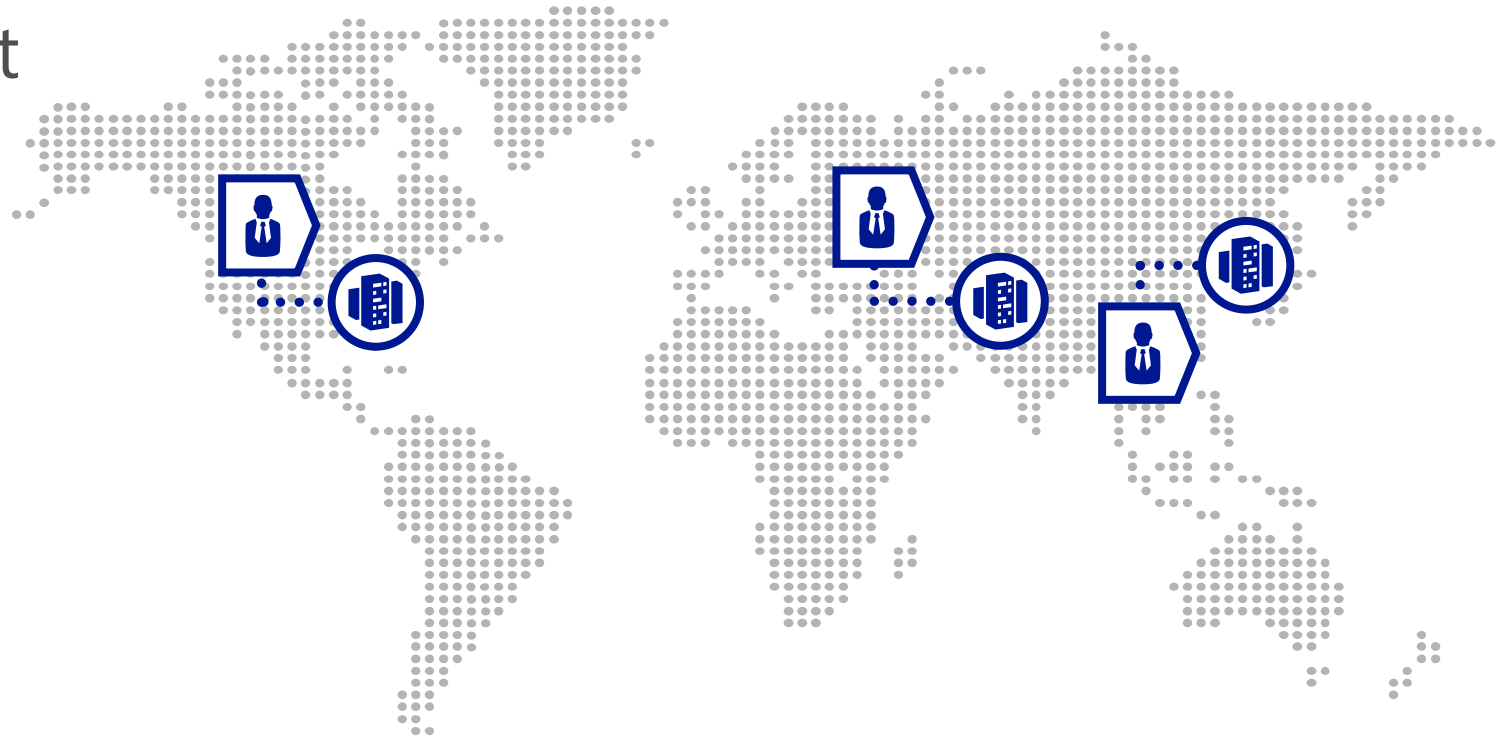
Whole idea- Frame

The frame of the graphical interface including designing graphic interface.



Whole idea- Function

The part that implements the functions of the up, down, left and right movements, the reset revocation, and the judgement of the end of the game including implementation of basic algorithm, initialization, block merging and block movement.



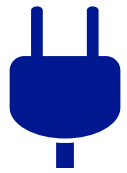
2048

Mine Sweeping

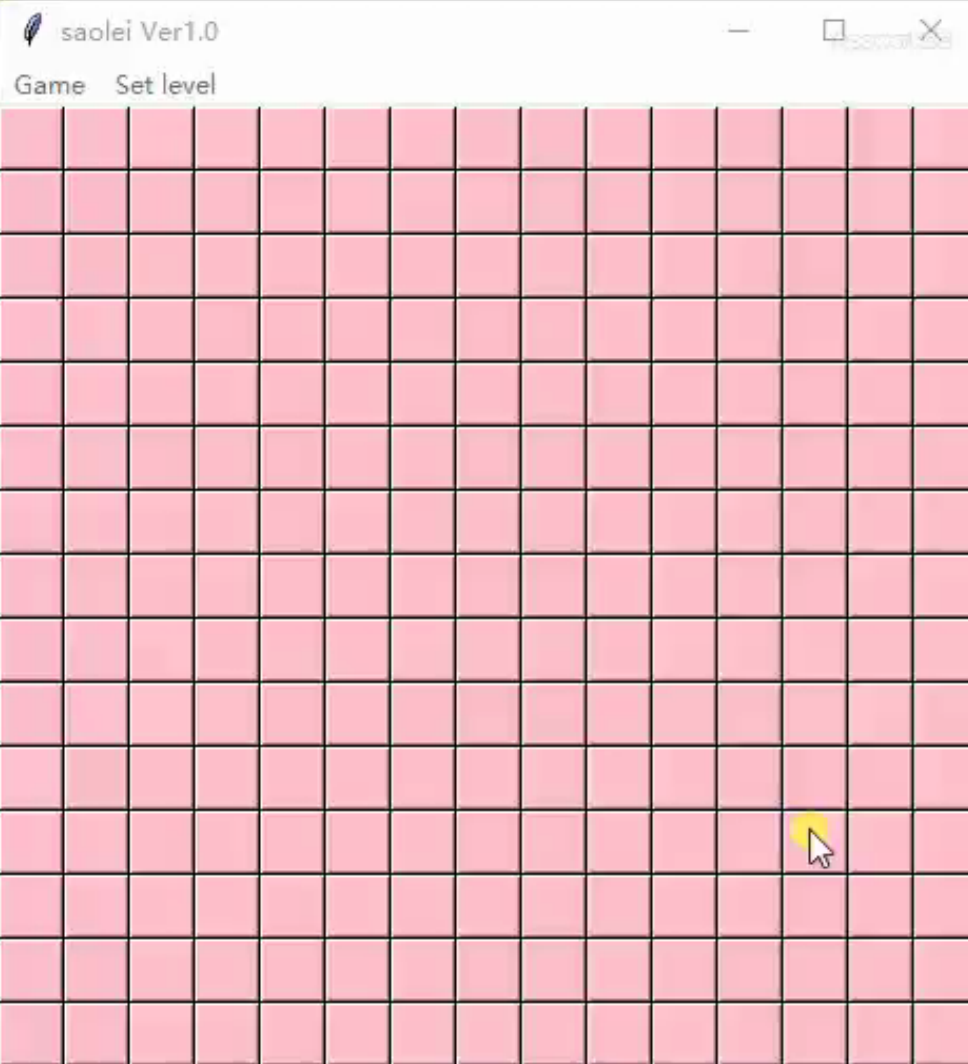
Crazy Tetris

2

Mine Sweeping

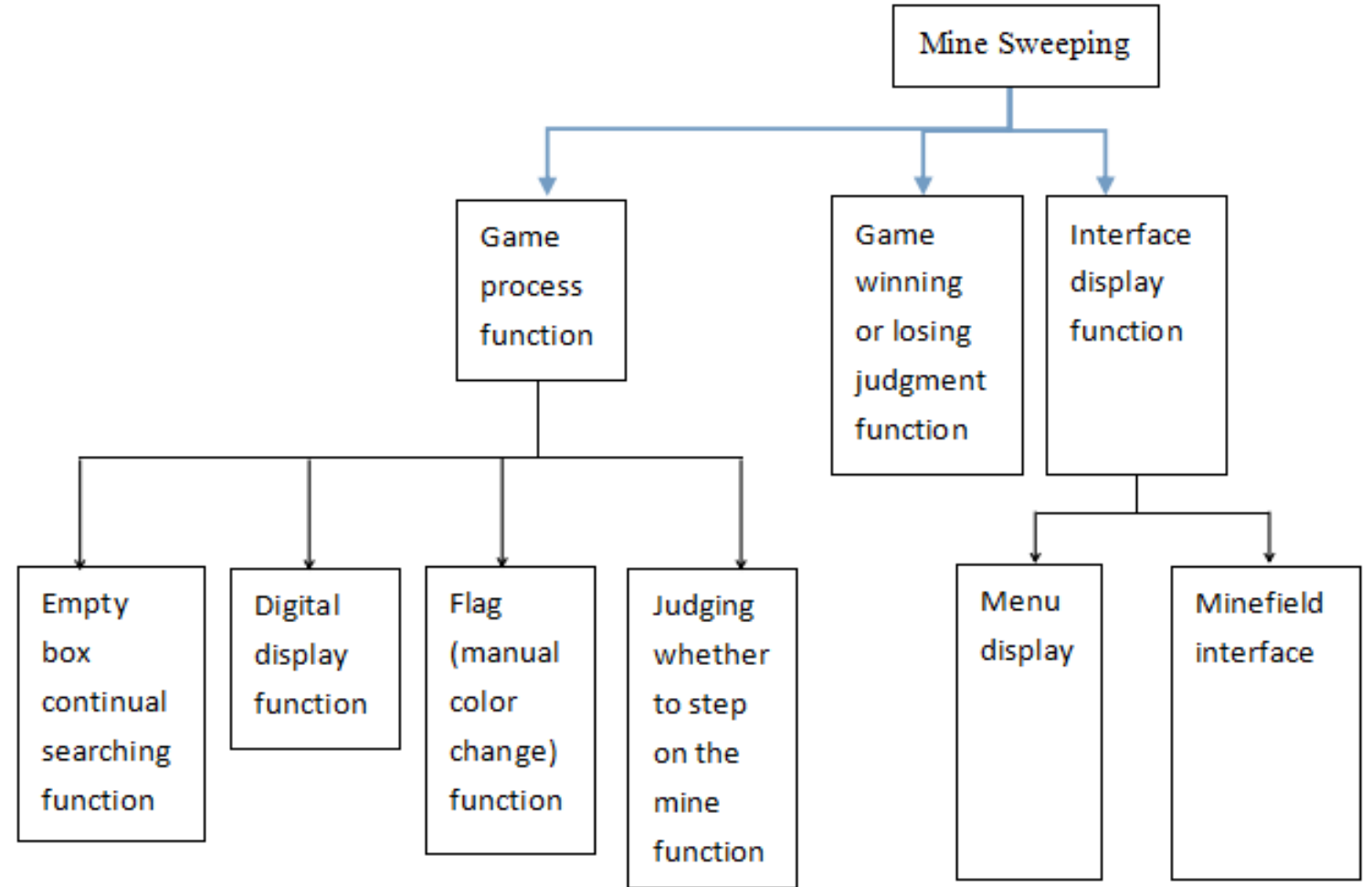


Display



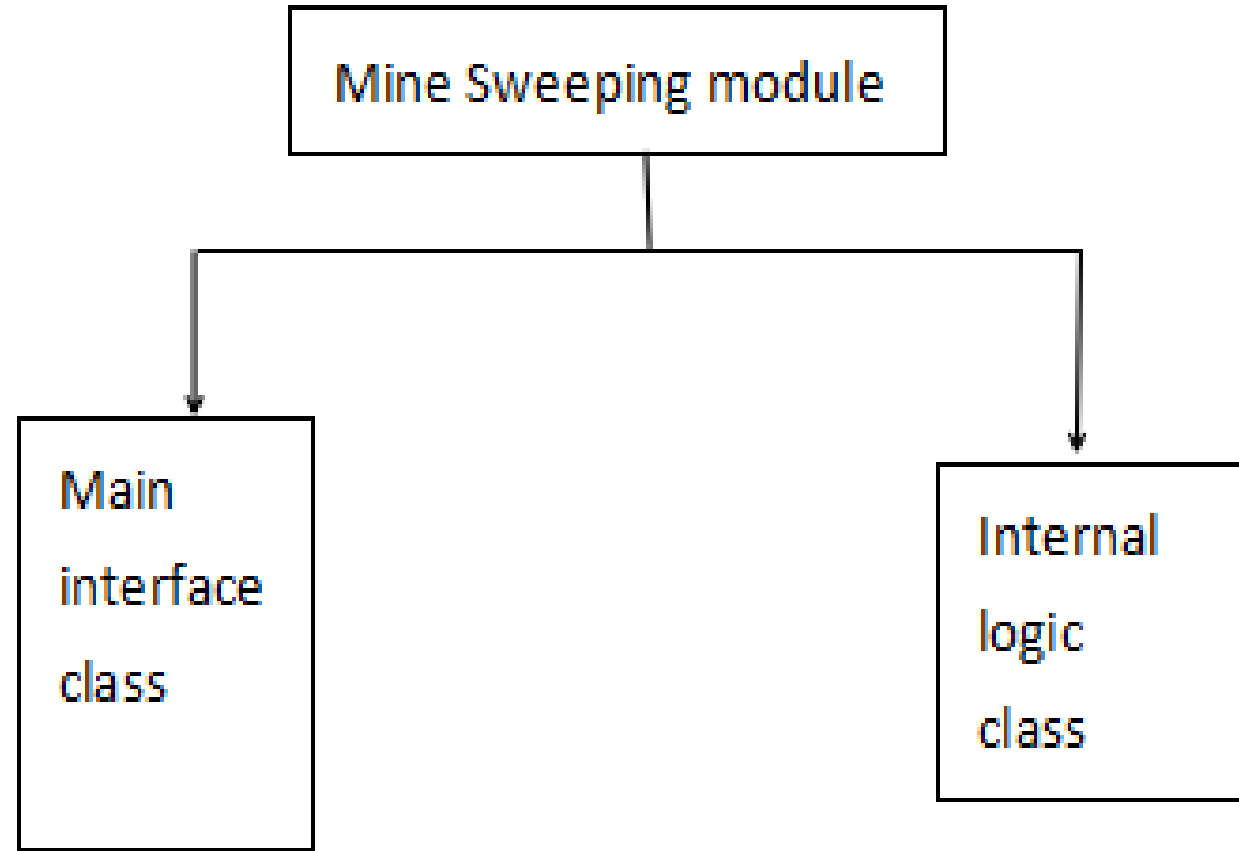
The implementation plan

Overall functional design



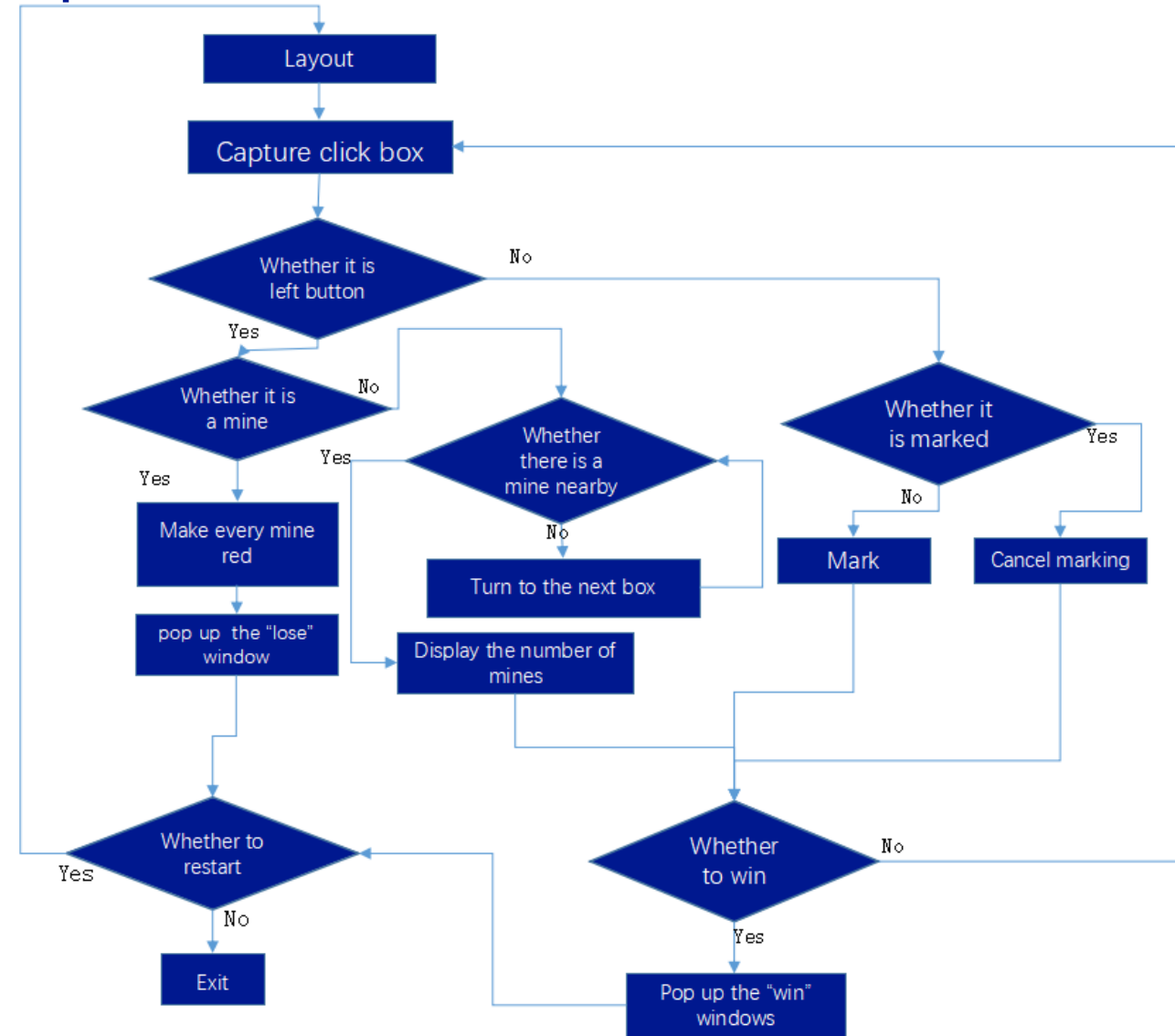
The implementation plan

Program Design Main Module



The implementation plan

The realization of rules



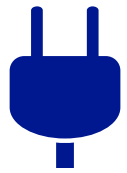
2048

Mine Sweeping

Crazy Tetris

3

Crazy Tetris

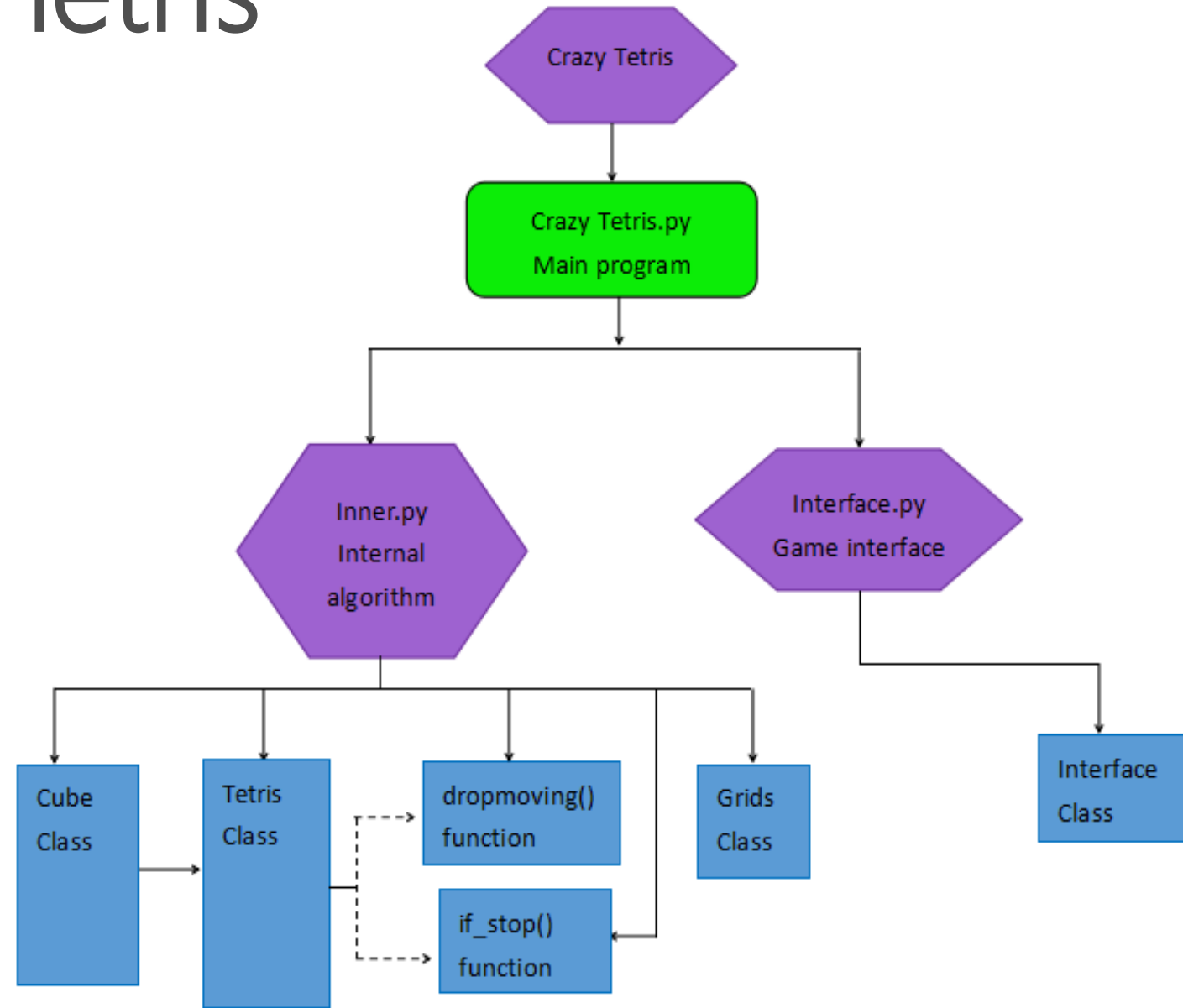


Display



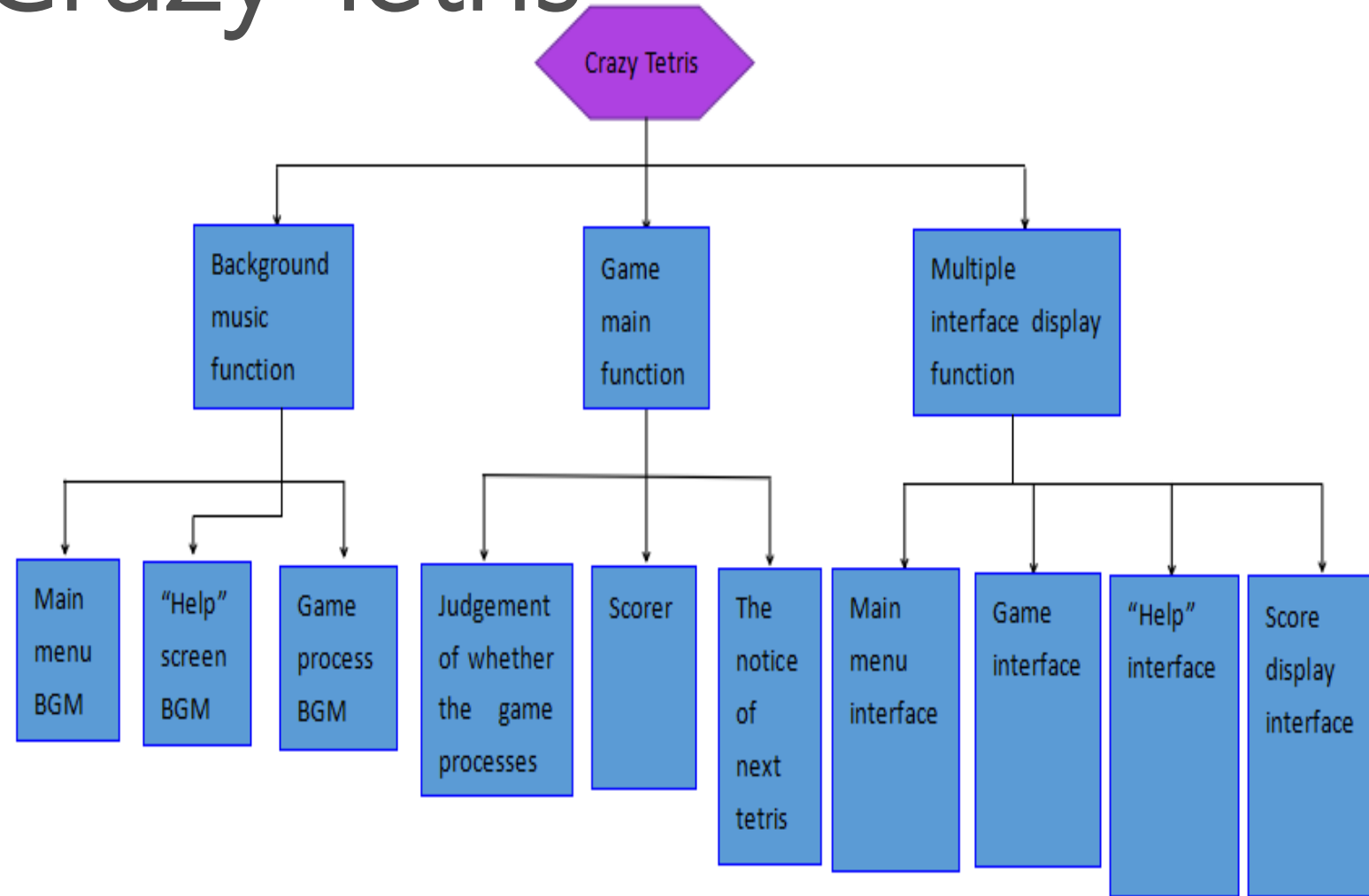
Modules of Crazy Tetris

Module Overview



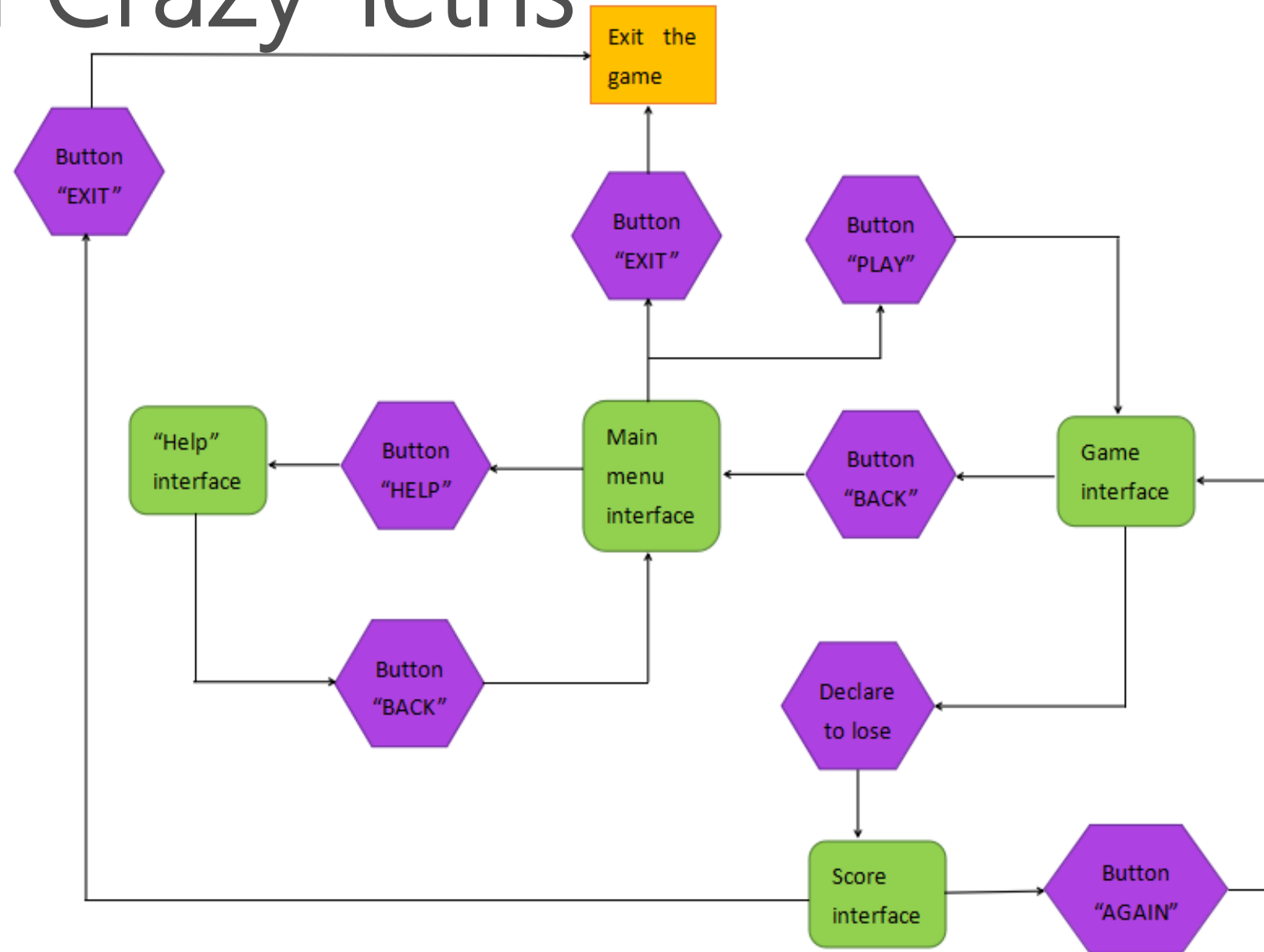
Main design of Crazy Tetris

Overall
design of
functions



Main design of Crazy Tetris

Interface switching design



Thank you

Q&A

DionyStu

2018

© 2018 DionyStudio. All rights reserved. DionyStudio and other product names are or may be registered trademarks and/or trademarks in the U.S. and/or other countries.

The information herein is for informational purposes only and represents the current view of Microsoft Corporation as of the date of this presentation. Because Microsoft must respond to changing market conditions, it should not be interpreted to be a commitment on the part of DionyStudio, and Microsoft cannot guarantee the accuracy of any information provided after the date of this presentation. MICROSOFT MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, AS TO THE INFORMATION IN THIS PRESENTATION.