

Progress Report

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Project Link: <https://github.com/shanyizhang/SE-Proj>

Week 7: [10/11 – 10/17] Agile Planning

- Agile Planning for each Iteration
- Working Environment Setup (PyGame, PyUnit, etc.)
- Design Class API Interfaces according to Class Diagram

Week 8: [10/18 – 10/24] Tetromino

- Implementation of class **Tetromino**
- Write Unit Tests for Tetromino

Week 9: [10/25 – 10/31] Tetromino Proxy

- Implementation of class **TetrominoProxy**
- Write Unit Tests for TetrominoProxy

Week 10: [11/01 – 11/07] Clock

- Implementation of class **Clock**
- Write Unit Tests for Clock

Week 11: [11/08 – 11/14] GameBoard

- Implementation of class **GameBoard**
- Write Unit Tests for GameBoard

Week 12: [11/15 – 11/21] Integration Test

- Integration Test for those Implemented Modules

Week 13: [11/22 – 11/28] Database & LeaderBoard

- Database Setup
- Implementation of class **LeaderBoard**
- Write Unit Tests for LeaderBoard

Week 14: [11/29 – 12/05] Integration Test & System Test

- Integration Test for implemented Modules
- System Test
- Bug Resolving
- Use Experience Optimization

Week 15: [12/06 – 12/12] Acceptation Test & Demo

- Find Potential Users to Test the Software

- Summary reports & Presentation