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