

Team Meeting Notes

Course	COMP 204 Programming Studio
Semester	2022-2023, Spring
Instructor	Prof. Dr. Muhittin Gökmen
Project	Tetris 2048
Team Members	Onur Keleş, Ahmet Yasir Beydili, Beyzanur Yıldız, Mert Durgun
Date, Time, Place	04.23.2023, 21:00-23:00, Discord (An online platform)
Attendees	Onur Keleş, Ahmet Yasir Beydili, Beyzanur Yıldız, Mert Durgun
Note Taker	Onur Keleş

Agenda

1. Determine what to do in the Project Planning form that is given from the instructor.
2. Discussion for the group workload.
3. Create github repository for sharing codes/keeping logs between group members
4. Coding for project

Meeting Notes

1. Created the GitHub repository
2. Discussed how to combine both game features into one.
3. Discussed how to display our game.
4. Coded some of the basic elements of both games.
5. Made changes in basecode for checking the controls
6. Created a menu image for giving instructions to user in a better way
7. Added extra features such as difficulty
8. Fixed related bugs and errors with advising each other

Action Items

Person(s)	Action Items	Deadline
Onur Keleş	Created basic features such as rotate, difficulty, current and next tiles in game, stop, restart, speed up/slow down. Fixed or handled features such as; scale of the menu, merge.	04.23.2023
Beyzanur YILDIZ	I created the base code of the project by changing the given base code. I coded the merge operation and the isConnected method, I also created a boolean variable that checks if a tile can do the operation given or not.	04.23.2023
Mert Durgun	I created and contributed to the report and slide presentation documents, also along with the basic drafts of them, and I also discussed and worked with Onur on the problems of the rotation of some tetrominoes.	04.23.2023
Ahmet Yasir Beydili	I designed and coded the menu part, made the UML diagrams and I also discussed and worked with Onur on the problems of the rotation of some tetrominoes.	04,23,2023

Github Logs

Commits on Apr 23, 2023

ONUR KELEŞ 23 April Version of Our Project

Our Last version of code, fixed some bugs and errors from other version. Added new features.

Commits on Apr 21, 2023:

ONUR KELEŞ Adds files via upload:

Added rotation, pausing, speed factors the game, it doesn't start with every tetramino but it includes every possible one of them. This version cannot rotate I tetramino right now.

Commits on Apr 12, 2023

ONUR KELEŞ Adds files via upload

State of our code in April 12, fixed some of the bugs and added different notes to fix other bugs in future.

Commits on Apr 7, 2023

BEYZANUR YILDIZ Adds files via upload

Commits on Apr 4, 2023

ONUR KELEŞ Adds files via upload

The screenshot shows the GitHub commit history for a repository. At the top, there's a dropdown menu set to 'main'. Below it, a vertical timeline on the left marks the dates of the commits. The main area displays five commit cards, each with a title, description, author, and timestamp. Each card also includes a 'Verified' badge, a copy icon, a commit hash, and a code icon. At the bottom, there are 'Newer' and 'Older' buttons for navigation.

Date	Commit Title	Description	Author	Timestamp	Hash
Apr 23, 2023	23 April Version of Our Project	Our Last version of code, fixed some bugs and errors from other version. Added new features.	OnurKeles4	11 minutes ago	0365e7c
Apr 21, 2023	Add files via upload	Added rotation, pausing, speed factors the game, it doesn't start with every tetramino but it includes every possible one of them. This version cannot rotate I tetramino right now .	OnurKeles4	2 days ago	8ebb0f5
Apr 12, 2023	Add files via upload	State of our code in April 12, fixed some of the bugs and added different notes to fix other bugs in future.	OnurKeles4	2 weeks ago	e609327
Apr 7, 2023	Add files via upload		yildizbeyza	2 weeks ago	20e84b9
Apr 4, 2023	Add files via upload		OnurKeles4	3 weeks ago	eafb44c