

Etaris

Gr2 Dev

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Where innovation starts

Introduction

- **Assignment**
- **Development**
- **Functionality**
- **Special Features**
- **Testing**
- **Known Issues**
- **Demo**

Assignment

- **Creating a variant of Tetris with unique capabilities**
 - **Documents**
 - **Product documents**
 - **Management documents**
 - **Code**

Development

- **New project leader every 5 weeks**
- **Teams assigned to specific documents**
- **Tasks for every project member**
- **Weekly meetings**
- **Communication through lots of e-mails**
- **Subversion**

Functionality

- Two playing fields in an H-shaped configuration with 1 field above the other.
- Ability to load custom files with shapes and field size.
- Shapes with **colours**.
- Adjustable game speed which increases over time.
- The program must be able to load a different set of shapes while it runs.
- Keyboard control
- Extra points for removing multiple rows and rows containing less different colours

Special Features

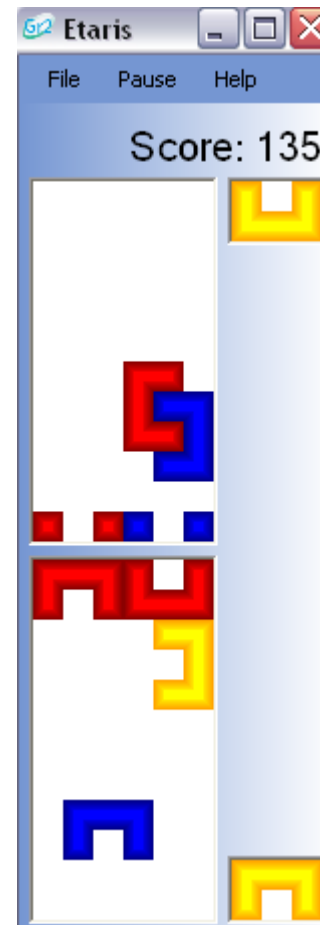
- **Full screen**
- **High score list**
 - **Last score bold**
- **Music**
 - **Can be turned on and off**
 - **Custom music playlists can be created, using user provided audio files**

Testing

- Testing was done internally at first
- During the first test (8 December):
 - 66 out of 74 P1's accepted.
 - 14 out of 24 P2 and P3's accepted.
- During the second test (15 December):
 - All P's accepted.

Known issues

- A specific situation can be created where the shapes refuse to drop, after removing the row(s) below.
- This is caused by the used definition of gravity, which apparently is not quite correct.



Demo

- And now we'll demonstrate our program

Questions?