IC210 Lab54 Name: _____

1. Fill in your name on this sheet.

2. Make a new Win32 Application named **Tetris03**. Copy and add the source and header files from today's web page to the **Tetris03** project; change project settings to link **alld.lib**.

3. Following the instructor, edit **init.cpp** and **draw.cpp** to load and draw one of the Tetris piece bitmap images you created in a previous homework.

4. Following the instructor, edit **init_allegro()** to have your program install an Allegro keyboard handler.

5. Add these two new files to your project: **keybd.h**, **keybd.cpp**

Add this prototype and a corresponding stub function:

int keybd_update(tetris_game &tg, int kbval);

Following the instructor, edit **keybd.cpp** such that pressing the ESCAPE key quits the program.

6. Following the instructor, edit **main.cpp**: we'll make the game into an infinite loop that we exit by pressing the ESCAPE key.

7. Add these two new files to the project: **colors.h**, **colors.cpp**

Edit these files as shown by the instructor: we'll be setting up our own color map with a function named **setup_colors()**.

Edit **init_allegro()** to call **setup_colors()**.

Edit **main_loop()** to use our symbolic color name, **GREY192**.

8. Add this prototype and a stub function in **draw.h** and **draw.cpp**:

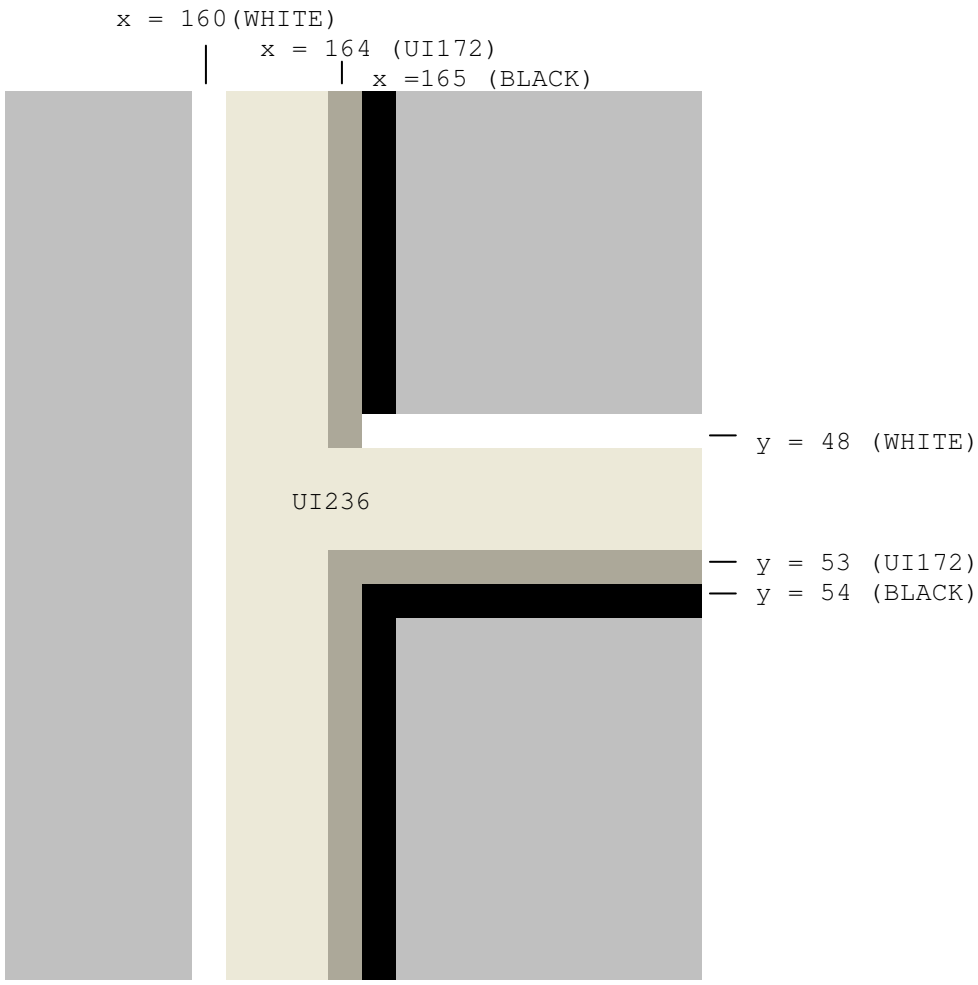
void draw_ui(tetris_game tg);

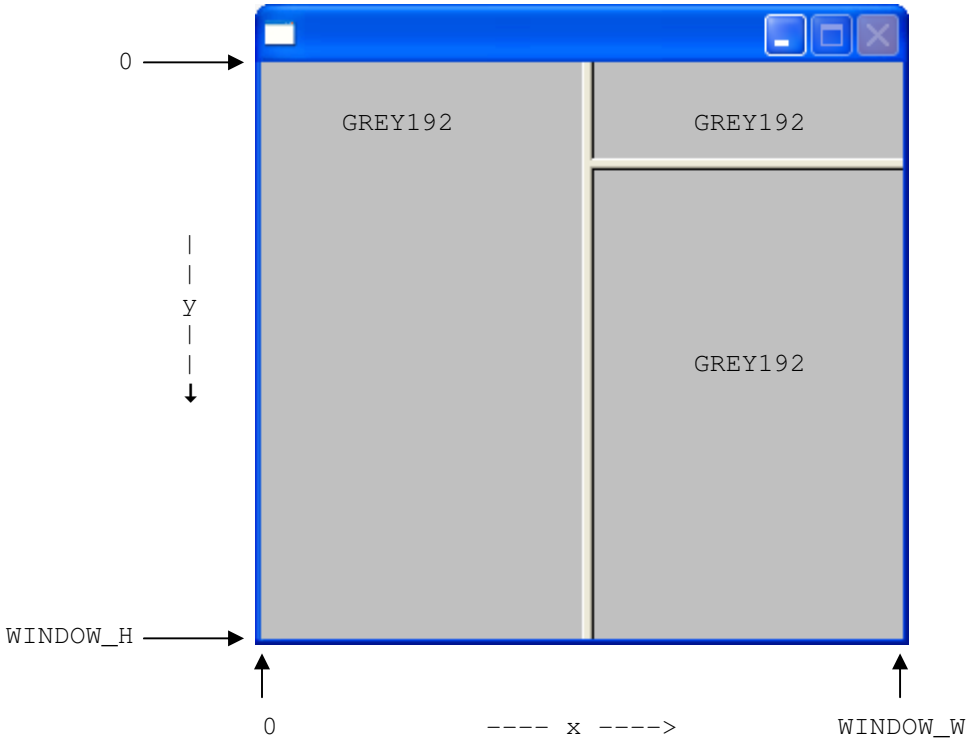
In draw() before the call to blit(), call draw_ui().

Edit draw_ui() with appropriate calls to vline(), hline() and rectfill() to draw the vertical and horizontal separator bars that appear in the user-interface, as shown on the back of this sheet. (the coordinate system is as shown). You'll need to look up these three functions in the on-line Allegro docs.

9. Turn in this sheet after having me check that your program compiles, links, runs, and can do the following:

Show me that you can use a different color for the game board.
Show me that you can load and display a Tetris piece bitmap.
Show me that the program quits when ESCAPE is pressed.


x = 160(WHITE)
x = 164 (UI172)
x =165 (BLACK)
y = 48 (WHITE)
UI236
y = 53 (UI172)
y = 54 (BLACK)


0
GREY192
GREY192
y
GREY192
WINDOW_H
0
---- x ---->
WINDOW_W