

1. Fill in your name on this sheet.
2. Make a new Win32 Application named **Tetris04**. Read the two notes below, then copy and add the source and header files from today's web page to the **Tetris04** project; change project settings to link **alld.lib**.

Note: Lab54 had you implement function **draw_ui()** in **draw.cpp**. If you were here last week, copy **your version** of **draw.cpp** instead of the one on today's web page (in either case, you must eventually complete Lab54).

Note: If you copy **colors.h** and **colors.cpp** you'll be using my colors and you'll need to use those color names when you draw.

We're going to add a timer to our program. This will involve making changes to several files. Follow the instructor closely and carefully!

3. In **tet.h**, set a maximum game play time.
4. In **keybd.cpp**, "pause" the game if the 'P' key is pressed.
5. In **init.cpp**:
 - a. Initialize the random number generator using **srand()**.
 - b. Set the current Tetris piece movement time interval.
 - c. Initialize the Allegro timer system using **install_timer()**.
 - d. Install a timer
 - e. Record the program start time using **clock()**.
6. Look at **tick.h**, then in **tick.cpp**, implement our timer handler.
7. In **main.cpp**, update the title bar text with the elapsed time.
8. In **draw.h**, write a prototype for **draw_tetris_piece()**.
9. In **draw.cpp**:
 - a. Call **draw_tetris_piece()** in **draw()**.
 - b. Implement **draw_tetris_piece()**.
10. Turn in this sheet after having me check that your program compiles, links, and runs correctly.