IC210 Lab57 Name: _____

1. Fill in your name on this sheet.

2. Make a new Win32 Application named **Tetris05**; copy and add the source and header files from today's web page to the **Tetris05** project; change project settings to link **alld.lib**.

In this lab we're going to initialize the game board array for play, create a linked list of random Tetris pieces to be played, add some text to our user-interface, and animate the current piece.

3. In tet.h, tet.cpp:

a. Set a maximum number of Tetris pieces to be played.
b. Implement these functions: addFront, deleteFront, deleteList, get_random_piece.

4. In init.cpp:

a. init(): Initialize some more game parameters: number of lines completed, number of pieces played, score
b. init(): Initialize the game board (every row and column in the 2D array)
c. init(): Create a linked list of Tetris pieces to be played.
d. init(): Select the first and 2nd pieces to be played (this_tet, next_tet)
e. cleanup(): Delete the list of unplayed pieces

5. In draw.h, draw.cpp:

a. draw_ui(): Draw some text in the user-interface
b. draw(): call draw_played_pieces() and draw_current_piece()
c. Add prototypes to draw.h
d. Implement draw_current_piece()

6. In keybd.cpp: add code to move the current piece

a. LEFT
b. RIGHT
c. DOWN
d. to a new orientation

7. Turn in this sheet after having me check that your program compiles, links, and runs correctly. I should be able to see:

a. Time counting up.
b. The current Tetris piece moving down.
c. The user able to move (LEFT, RIGHT, DOWN) and rotate (CCW) the current Tetris piece.
d. Piece movement paused when the 'P' key is pressed
e. Score counting down when paused.