

[Project #3] Tetris

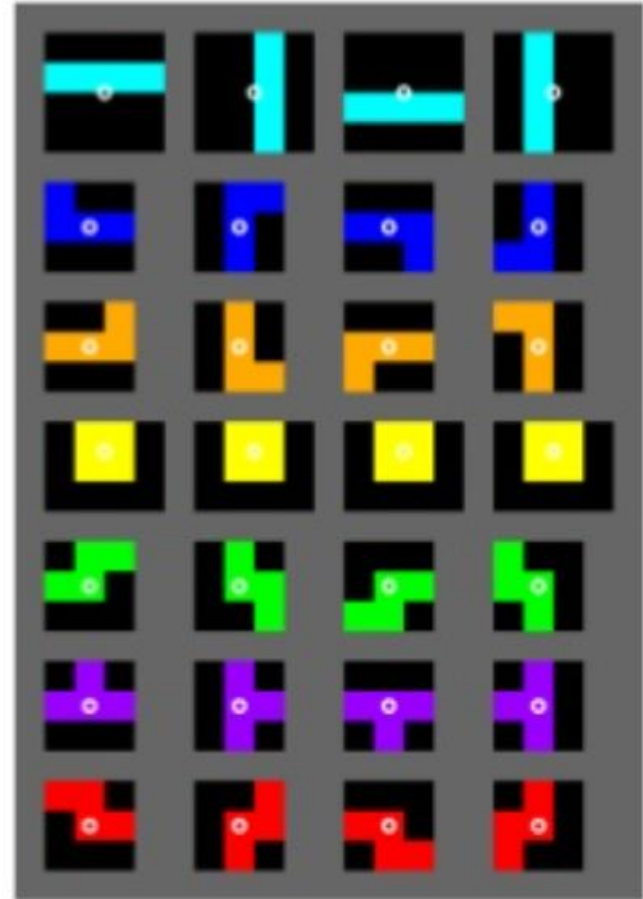
■ Implement Tetris game

- Library ncurses (offered)
 - Display tetris game on terminal
 - Compile
 - `sudo apt-get install libncurses5-dev`
 - Add `#include <ncurses.h>`
 - `g++ tetris.cpp -lncurses -lstdc++`
- Timer
 - Move down 1 height every second
- Key
 - '↓' : Move down 1 height
 - '↑' : Clockwise rotation
 - Space : Hard drop

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■ Implement Tetris game

- Rotate
 - If there is other block, block cannot rotate
 - If block rotate near the wall, center of the block is moved



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■ Example

- Skeleton code will be offered in “csl.skku.edu”

```
SW3 Tetris
```

```
|           | Pause : 'p'  
|  B       | Quit  : 'q'  
|  BBB    |  
|         | Score : 100  
|_____ |
```

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- **Due date**

- 17.05.24(Wed) 24:00

- **Submission form**

- Send “student_id.tar.gz” to TAs’ e-mail