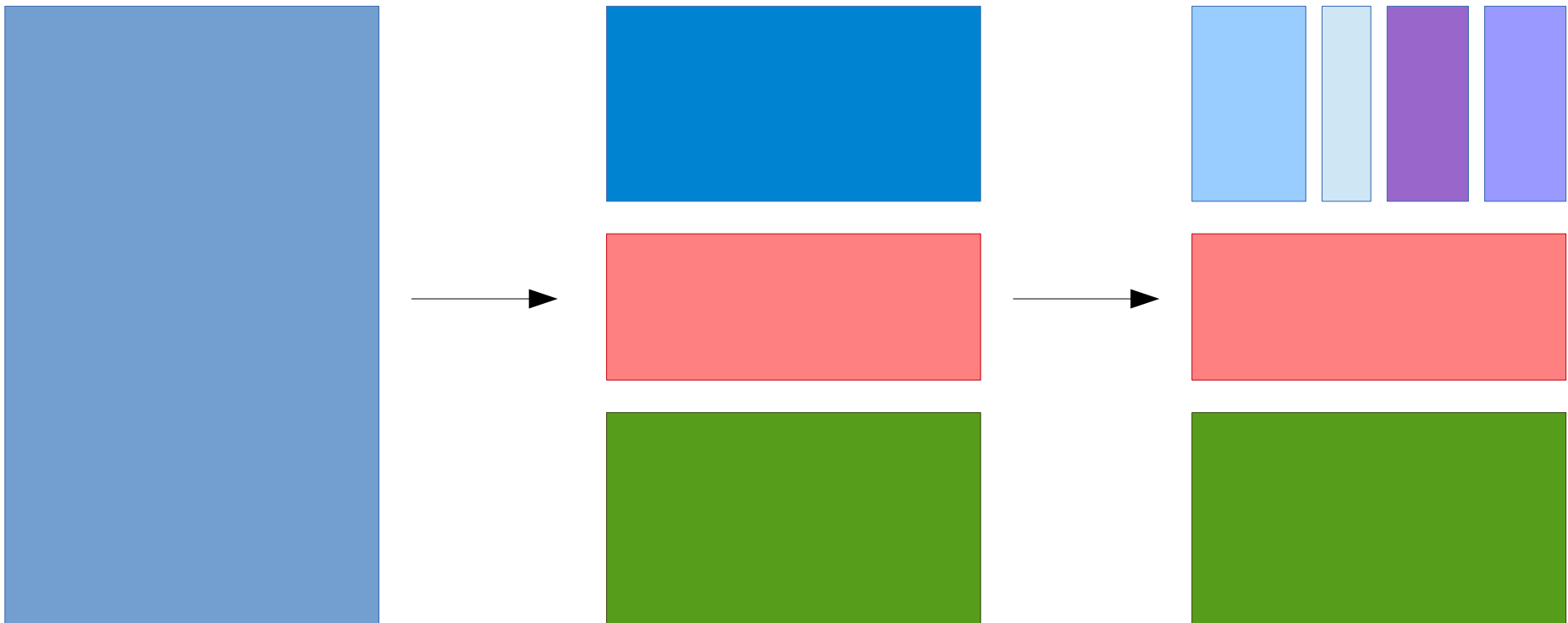


Practice: task breakdown

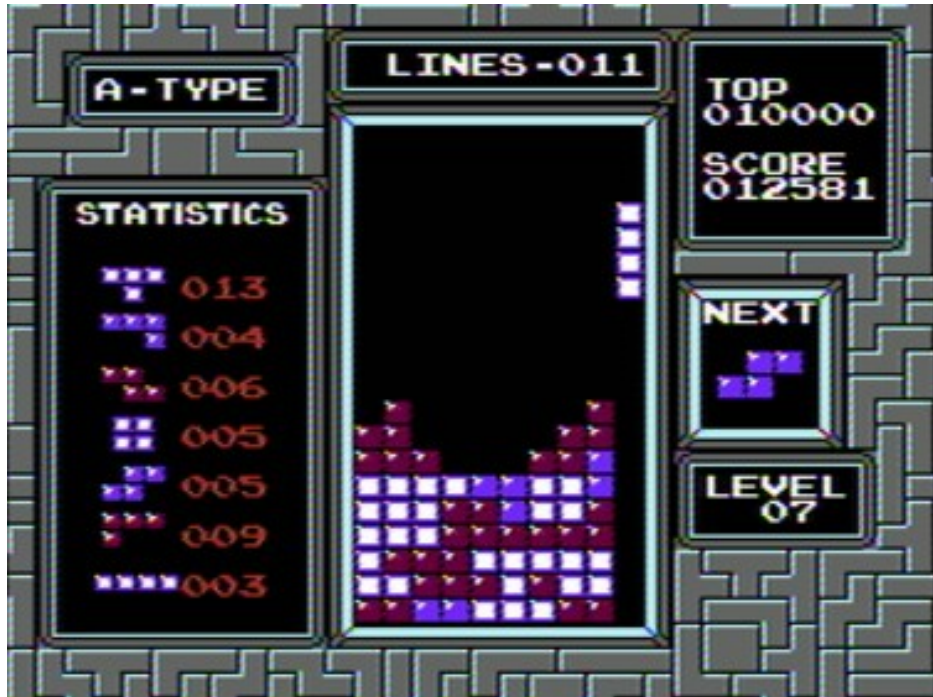
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Individual Software Process
Spring Semester 2014

Practice

- One technique for dealing with complexities is to break bigger problems into smaller problems.
- Let's practice on that idea.

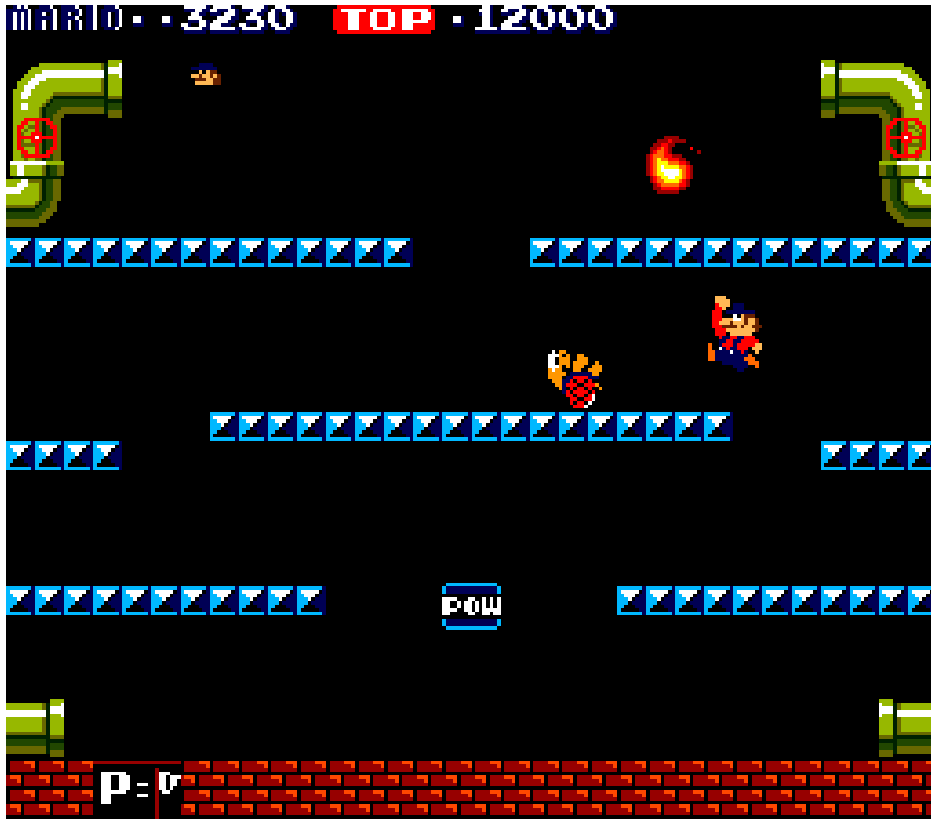


Tetris



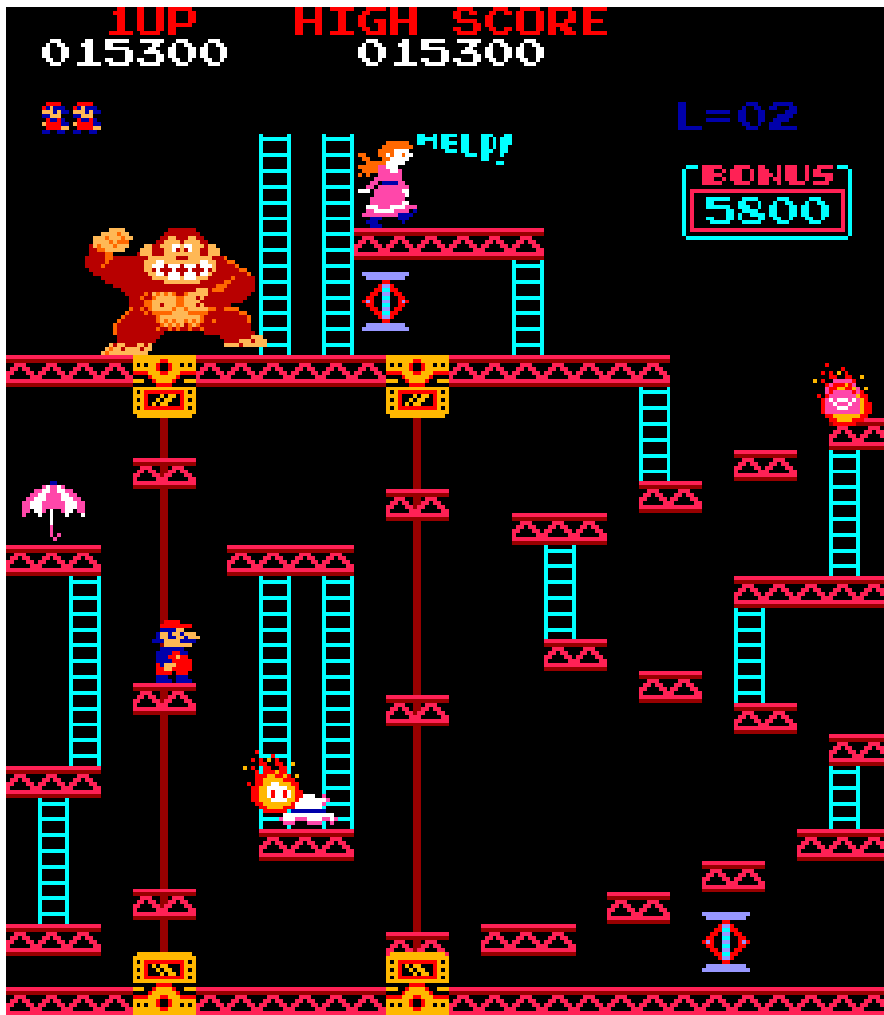
- You have falling blocks which you can rotate.
- A row filled with blocks disappears + bonuses.
- What are tasks we need to do to implement this game?

Mario Bros.



- Mario runs and jumps. He can flip an enemy by jumping beneath it. Flipped enemies can be kicked out to gain points.
- There are super “POW” buttons that flip all enemies but they can only be used 3 times.
- What are the tasks to implement this game?

Donkey Kong



- This is an early platform game. The player has to run and jump to reach the goal.
- What are the tasks you need to do to implement this?