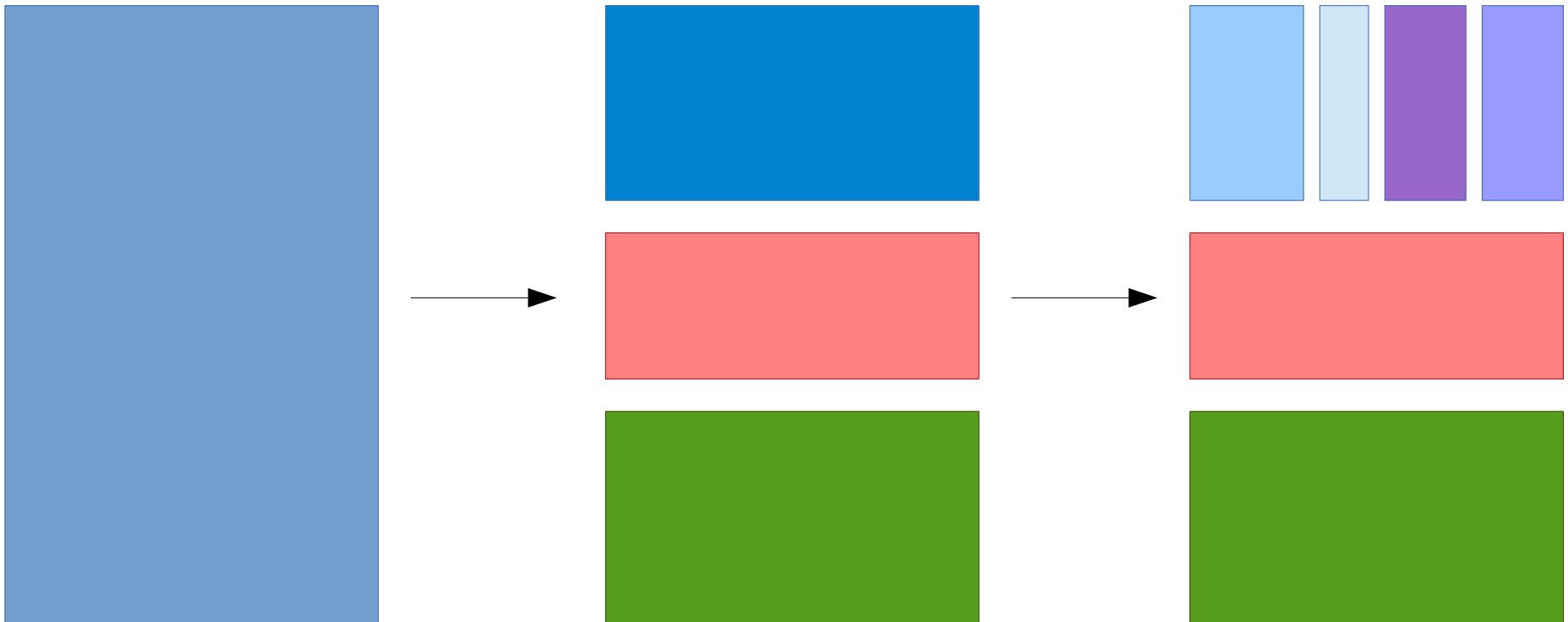# Practice: task breakdown

01219116/01219117
Programming 2
Spring Semester 2018

Practice

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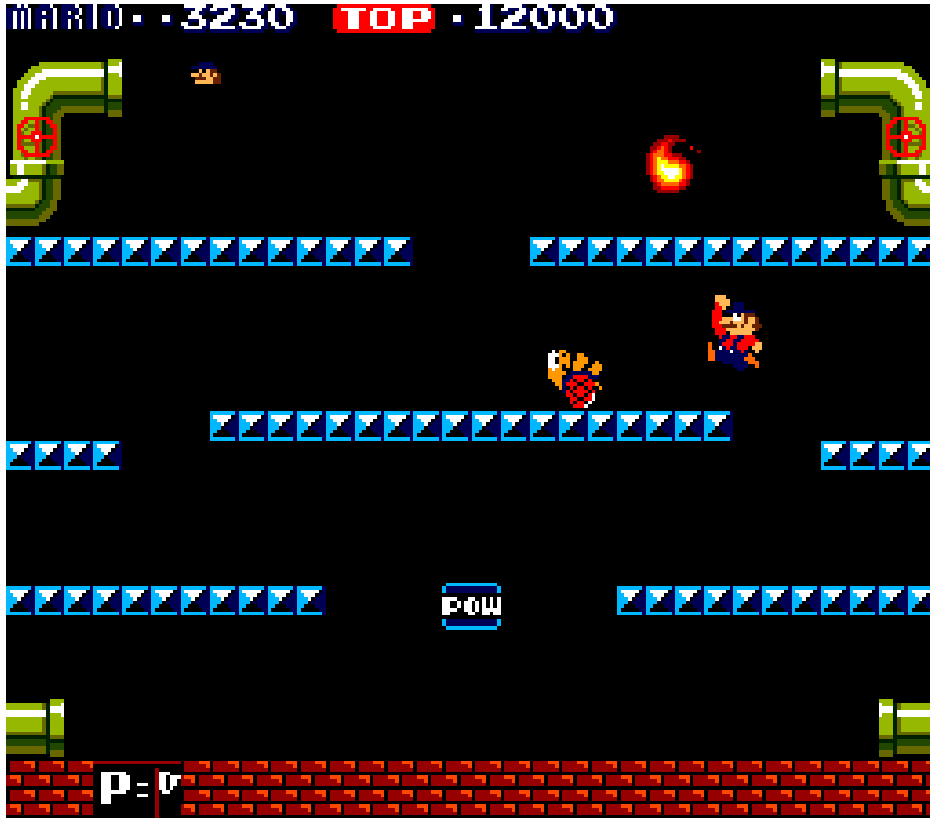
- Let's practice on that idea.

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 kicked out to gain points.

- There are super "POW" button that flips all enemy but it can be used 3 times.

- What are the tasks to implement this game?

Donkey Kong
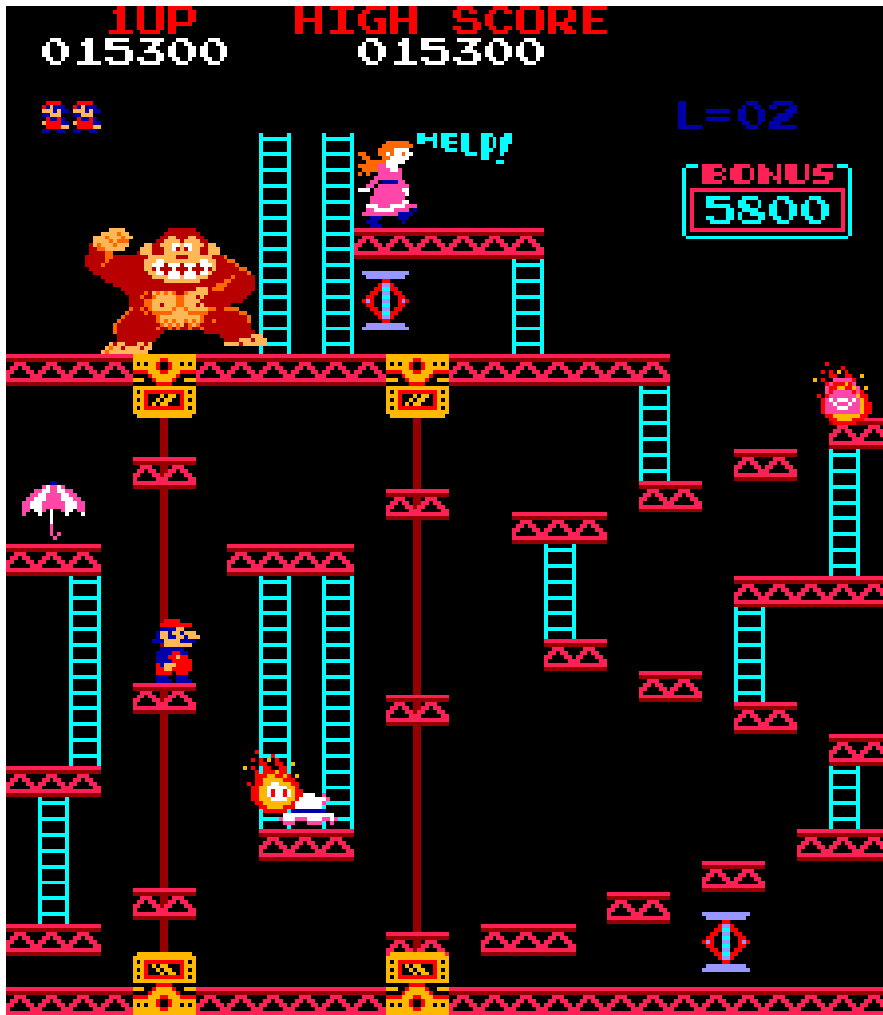
- This is an early platform game. The player has to run and jump to reach the goal.

- What are the tasks you need to do to implement this?