

TetrinetClient – Build a tetrinet client

2-LINER description: Design and develop a Tetrinet Client that is compatible with the current ToThePoint Tetrinet Server and additionally add more/new game-aspects to it

[Description of the assignment]

- A lot of our Pointers are fans of Tetrinet (a multiplayer Tetris variant). One of us was so obsessed that he started developing his own Tetrinet Server.
- What once started as a fun-project has now grown to a veritable server with features such as single-player challenges, many game types, badges, ... and this is all compatible with old clients from 1997.
- Now that we have this server, we're only lacking our own client implementation.
- Your assignment will be the design and development of a new modern client that meets the needs of the current Tetrinet protocol. Afterwards, both the server as the client can be expanded with new game-aspects.

[Goals]

- Functional analysis and design of a Tetrinet Client
- Technical implementation of a Tetrinet Client according to the existing protocol
- Adding new game-aspects in both client and server

[What will you gain?]

- You'll gain experience and knowledge in Javascript frameworks such as Phaser.io and Pix.js
- You'll learn to build a UI on an existing backend application
- You'll experience working on an existing codebase

[What do you need?]

- Basic knowledge of Javascript. Knowledge of Phaser.io and/or pixjs is a plus
- Basic knowledge of Java
- Of course you have experience in playing Tetris

[Location of the assignment]

- Veldkant 33B, 2550 Kontich

[Your Mentor]

- Lars Van Herk – OneDot Business Unit Manager / Tech Lead
- Johan Siebens - OnTheSpot Business Unit Manager / Tech Lead vd Tetrinet Server

[Technologies you'll be using]

- Javascript
- Phaser.io
- Pixijs
- Java
- Spring Boot
- Akka