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Q- How can your game be a great success in the market?

The game, being an online browser-based game, sets the user free from all the hassles of installing the game and handling system configuration issues. And with the advent of HTML5 and web graphics, browser games are becoming increasingly more diverse and popular.

Secondly, the game has inherited the features of tetris, and tetris is one of the most loved classics for people in all age groups. Further, the choppy graphics associated with the old video game handsets has been transformed into a more colourful form, thanks to modern technology.

Finally, every game needs amendment to stay in the market, and tetris is no different. This game serves the cause of tetris, by incorporating more advanced rules, rules that not only teach good block-placement but also judicious utilization of resources and optimization in scoring.

Q- What was your idea? Explain about the game.

In classic tetris, blocks just descend without any obstacles, giving ample time for the player to decide where to place his block. In this version of tetris, blocks that descend are on fire. Particles of sand and gun powder are present at different locations. When a fire-block touches sand, it gets extinguished and becomes a ‘clean’ block. When it touches gun powder, the blocks in the vicinity are exploded and the score of a player reduces by an amount depending on the amount of damage done. The player loses when his score goes below zero.

Consider the case when a block touches neither gun powder nor sand and lands while still on fire. The score is not deducted at this juncture, but if the block remains on fire for a long time, the height of the playing window reduces by the height at which that block is situated, making it a tougher game to play. Further, if there are five blocks on fire at the same time, the game is over.

When a clean block touches sand, it becomes sandy. This sandy block can extinguish a fire block when it lands on it. Similarly, when a clean block touches gun powder, it becomes a gun-powdered block. This block, when in contact with a fire block causes an explosion to occur.

When any sand or gun powder particle is consumed, a new particle (sand/gun powder) is created at a different location.

Q- How did you make the game?

The game was made using JavaScript and html5 canvas.