

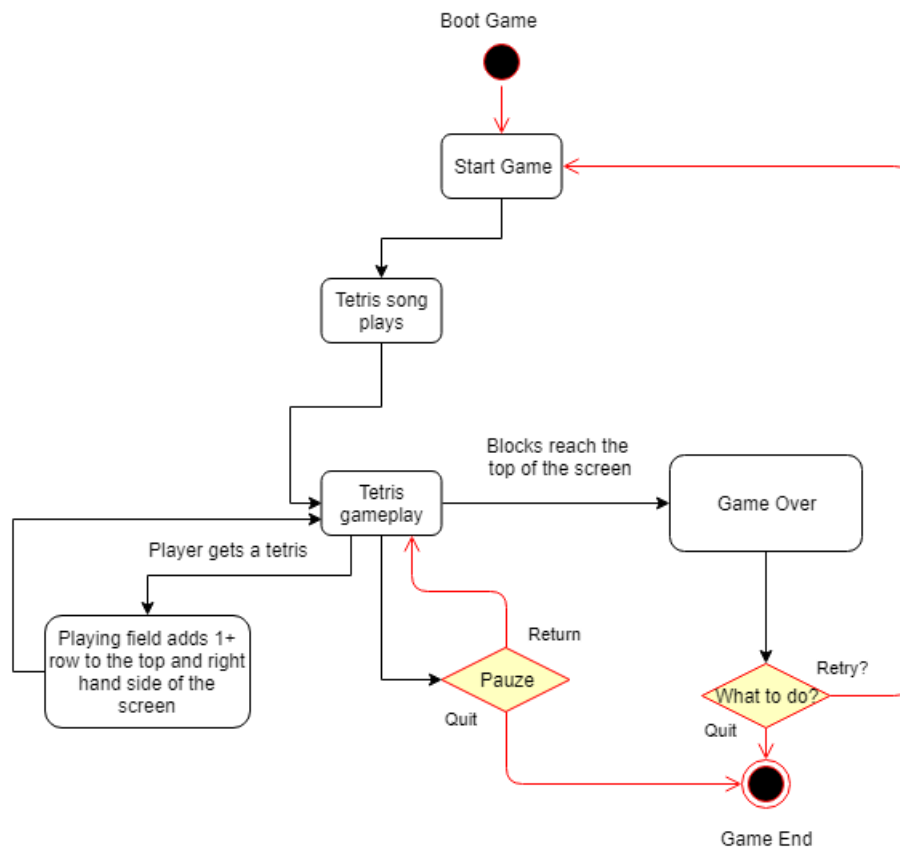
# Tetris | Sirtet

it's tetris, but when you think you win, you get a Sirtet!

## Main Mechanics:

Sirtat will be played just like tetris. every round you gain a block of a random shape which will fall down the screen. you can either rotate the block or change the place of the block on a horizontal axis. Once a block has reached the floor or another block, it will be placed there and will not be able to move. Your goal is to fill up a horizontal line of blocks to get a **Sirtet!** once you get a sirtat, the line of blocks don't disappear, but a empty line at the left and top will be added to the screen. This means that the more sirtets you get, the smaller the screen becomes and the harder it is to see. your overall goal is to get the highest score possible.

## Activity Diagram:



Sirtet will be made in Unity 2018.2.9f1 in a 3d environment. it'll use a simple system where the shaped blocks will exist out of small 2 by 2 blocks with each their own "Block" script which will do raycasts to the left and right to check if any blocks are blocking their paths. once a shaped block hits the ground it will turn into solid and will not be able to move. The whole gameplay will be controlled using a **Singleton** game manager, and a **EventManager** is used to control every event in the game. There will also be a UIManager which will control the pauze and the game over menu. furthermore the game will have a tetris and game over checker wich will do what their title says, and a Block class for every block in a formed tetris block with the FormedBlock class. they will check if the ground or walls are touched and they will allow the player to control the falling blocks.

Class diagram:

