**SCIE/02159/2020-SOFTWARE DEVELOPMENT ONE-PAGER**

Developing a Tetris game involves several steps in the Software Development Life Cycle (SDLC) process. The following is a brief overview of the steps involved in developing a Tetris game using the SDLC methodology:

* Planning: The first step in the SDLC process is to define the project's scope and requirements, including identifying the platform for which the game will be developed, the target audience, and the intended gameplay experience. It is also important to identify the budget and the timeline for the project.
* Design: The next step is to design the game's architecture, user interface, gameplay mechanics, and graphics. This involves creating wireframes, game screens, and defining the game's rules and mechanics. The design phase also involves selecting the programming language, game engine, and other tools required for game development.
* Development: In the development phase, the game's code is written and tested. This phase involves implementing the game's architecture, graphics, and user interface. The game logic is programmed, and the game's functionality is tested at various stages of development.
* Testing: Once the game is developed, it is tested to ensure that it is working as intended. This phase involves conducting various tests, such as unit testing, integration testing, and user acceptance testing, to identify and fix any bugs or issues.
* Deployment: The final phase of the SDLC process is deployment, which involves releasing the game to the target audience. This phase includes activities such as packaging the game, preparing the game for distribution, and releasing it to the appropriate channels, such as app stores or websites.