

As a player, I want to hear sound effects when I rotate a block in the game so that I can receive audio feedback for my actions.

As a player, I want to hear sound effects when I clear a line in the game so that I can celebrate my achievements with audio cues.

As a player, I want background music to play during gameplay so that I can have an immersive and enjoyable gaming experience.

As a player, I want to be able to adjust the volume or mute the audio in the game so that I can control the audio settings based on my preferences (stretch goal).

As a player, I want to see my current high score displayed on the screen so that I can track my progress and competitiveness.

As a player, I want my high score to be updated when I achieve a new personal best so that I can strive to beat my own records.

As a user, I want to be able to start the game when I'm ready, not starting right when the application launches.

As a user, when playing the game, I want to be able to pause it so that I can think or finish the game at a later time.

As a user, I want to be able to return to the home screen or quit the game after the game is over for a greater user experience.

As a user, I want to be able to see my score at the end of the game, so that I can gauge the performance of the round I played.

As a user, I want to see the controls on the start UI screen I am on, so that I know what options I have and can control the game.

As a user, I want to see the controls on the end UI screen I am on, so that I know what options I have and can control the game.

As a user, I want to see the controls on the pause UI screen I am on, so that I know what options I have and can control the game.

As a user, I want to adjust the difficulty of the Tetris game by changing how quickly the Tetris block can fall on the board so that I can make the game more interesting.

As a user, I want to be able to make the game more aesthetic by using different color themes/palettes with the Tetris blocks so that the game is more enjoyable to play.

As a user, I want to be able to make the game more aesthetically comfortable by toggling between light and dark mode so that it's easier on the eyes.

As a user, I want to be able to select my difficulty before the game starts, so that I can change the experience the game provides.

As a team member, I want to refine the Tetris prototype so that it is easier to work with.

As a team member, I want to create a design of the new prototype so that I can save time adding features to the project.

As a team member, I want to provide my work to the group so that the project can be completed.

As a software engineer, I want to make documentation of my work so that the user knows how to use it and other software engineers can work with it.