Planet Puzzle League/Tetris Attack Prototype

This document is used to document the progress as we go through creating a Tetris Attack.

Game Design/Why the game is good/Points to hit

**- Feel/Control**

- Stable control while blocks are being removed.

- New block interval JUUUUUUUUUUUST right (not too fast, not too slow)

- Ability to spawn new blocks at will.

- Mouse/Touch vs Keyboard??? (Fuck keyboard)

- Gameplay

- Being able to move blocks while combo is in progress (blocks/spaces that are not involved in current action).

- Rewarding score system (combos vs chains vs length of blocks)

- Multiplayer???

- Single Player Modes?

- Score Attack

- Challenge Mode: Specific number of moves to reach goal.

- Garbage Mode

- Endless

- Story??? Lowest of priority

- 12x6 Grid of blocks (May change due to different form factors?)

- Presentation

- SWITCHABLE THEMES

- Charles’ DUMBASS THEMES

-Vector Graphics, Simple Shapes (think Playstation button shapes)

-Clean, stark black background

-Fuck interactive gems

-Techno soundtrack

- Chris Kitchen’s EXCELLENT SUPER GREAT THEMES

- Colorful, Pastels

- Smiling, happiness

- Interactive Gems (Smile when clicked)

- Relaxed soundtrack

- Animated Backgrounds? (later in the game[hah!])

Goal for next week/now

Create TEST assets for gameplay



