**Validating Requirements**

Below I will detail which requirements have been satisfied in the prototype and to what extent they have been implemented.

## Tetromino Movement

This is has been fully implemented, fulfilling all functional requirements.

## Tetromino Rotation

This is also been fully implemented, fulfilling all functional requirements.

## Tetromino Grid

This has similarly been fully implemented.

## Clearing Rows

This has been partially implemented. Requirements 1 and 2 have been satisfied, however requirement 3 has not been implemented. This shall be implemented in subsequent versions of the game.

## Scoring system

Not implemented in the prototype, however as indicated in the Vision and Scope, this feature is planned for future releases.

## High score board/ Leaderboard

Also not implemented in the prototype, however as indicated in the Vision and Scope, this feature is planned for future releases.

## Difficulty levels

Same as above.

## Tetromino landing and Spawn

Fully implemented, satisfying all requirements.

## In-game Advertising

Planned for subsequent releases as shown in the Vision and Scope document

## Sounds

Very partially implemented in the prototype – only the background music has been implemented. This can be turned on and off in the Main Camera of the level scene. In future releases, all sounds are planned to be implemented.

## In-Game Power Ups

Not implemented in the prototype, however as indicated in the Vision and Scope, this feature is planned for future releases.

## Android and iOS Accessibility

Same as above.

## Optional Login Feature

Same as above

## Online capability

Same as above.

## Additional Game modes

Same as above.

## Game-Over/Restart Screen

Attempt to implement in the prototype. Unfortunately, the requirements have not been satisfied due to an unidentified error. This shall be fixed in subsequent releases.

## Preview next Tetromino

Not yet implemented – planned for subsequent release per the Vision and Scope