

Tetris



Direction Plan

Ethical Software Limited

- Gameplay
- Art Style
- UI Style
- FX style

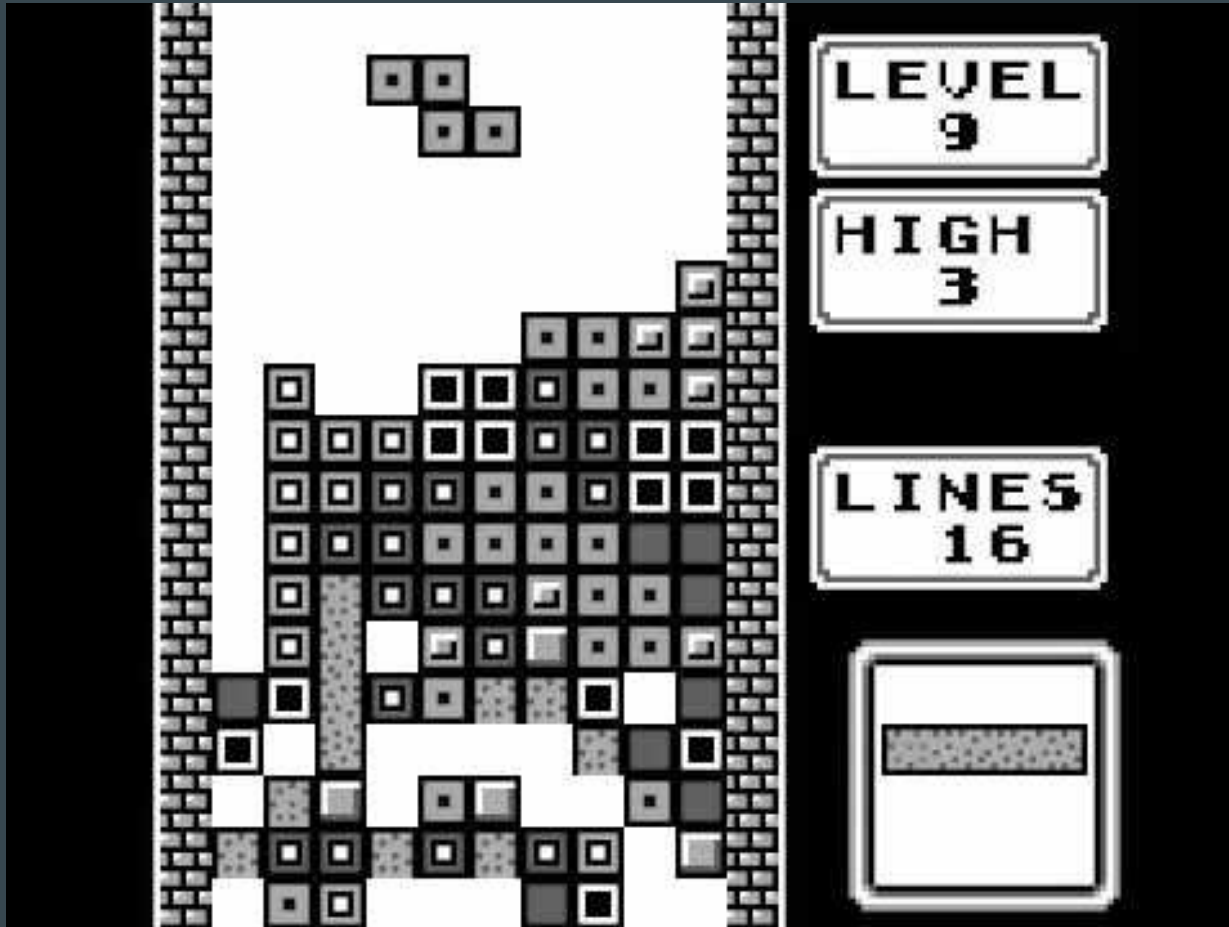
Tetris

Direction plan

Gameplay

Tetris

Direction plan



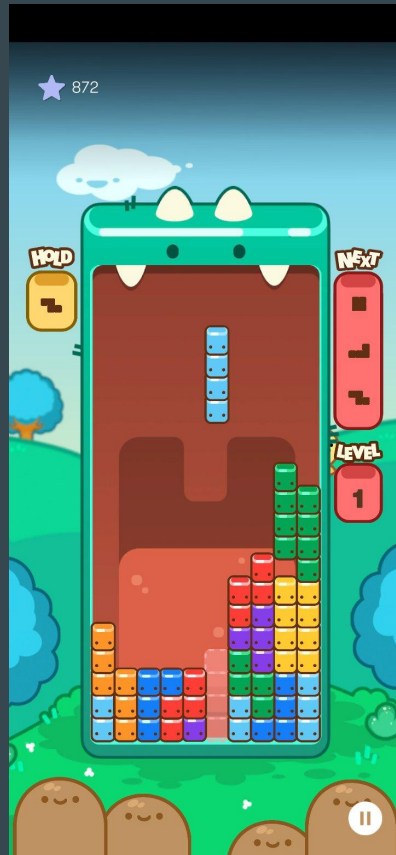
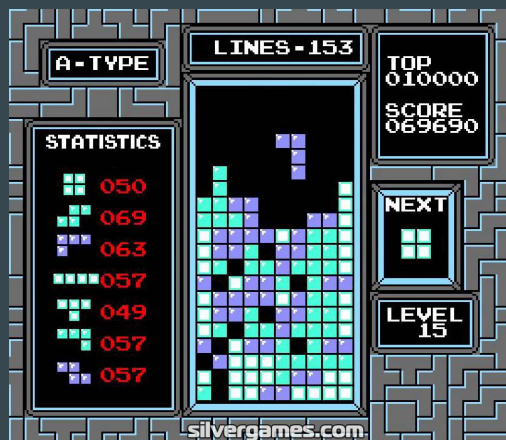
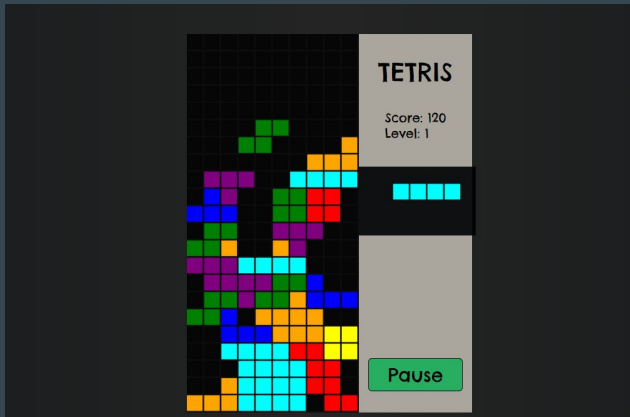
Gameplay

- 7 kinds of blocks
- I, J, O, L, T, Z
- Row cleared when each column has a block
- Level up when a certain score is reached
- Loses when the blocks touch the ceiling



Tetris

Direction plan



Category

Basic UI

- Frame
- Pause button
- Background
- Blocks
- Next block
- Score

Tetris

Direction plan

Art Style

Tetris

Direction plan

Art Style



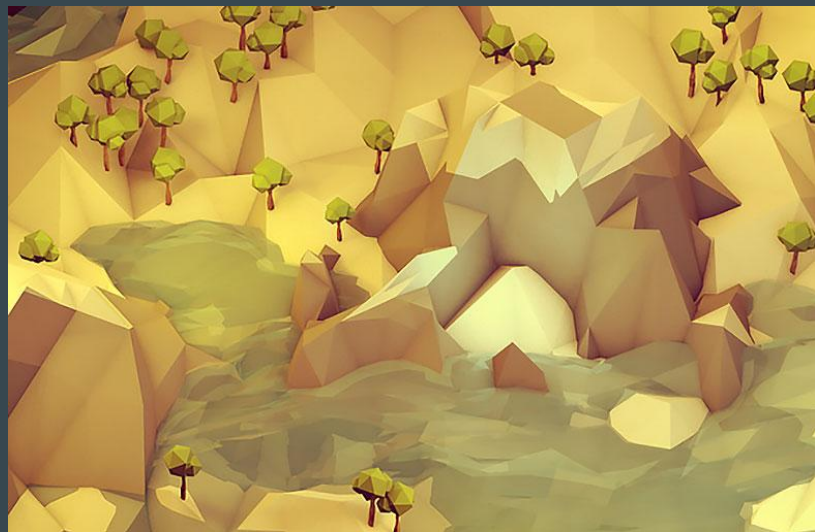
- Low polygon 2D
- Simple form

Tetris

Direction plan



Art Style



- Low polygon 2D
- Simple form

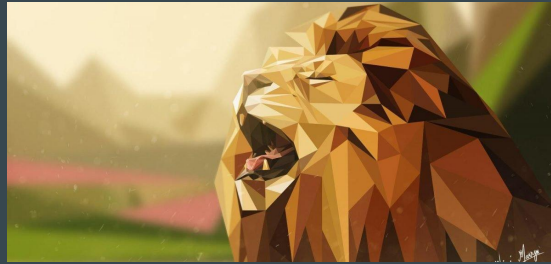
Tetris

Direction plan

Art Style



Over saturated colours



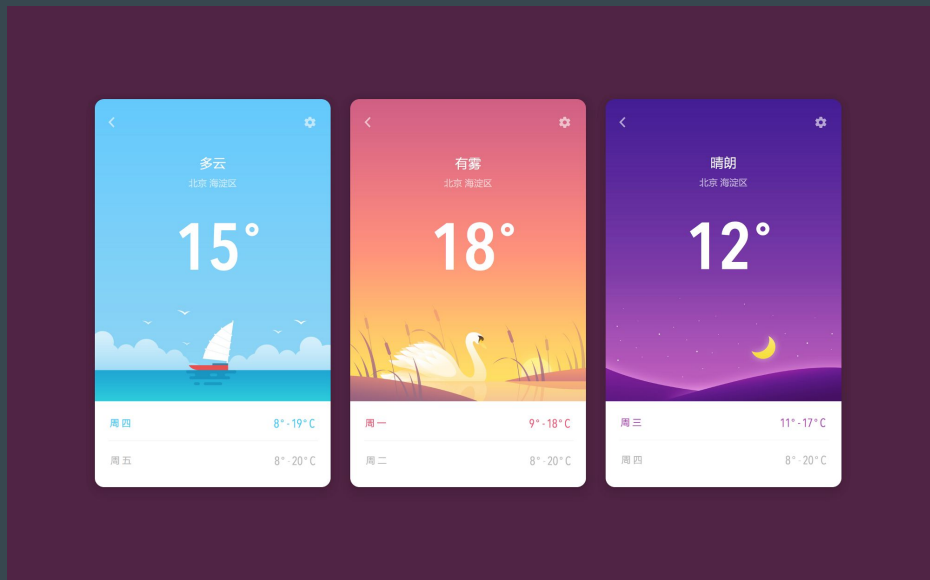
Over complicated polygons



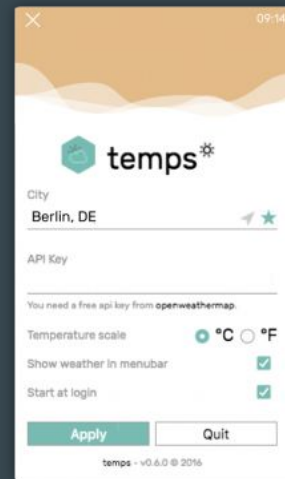
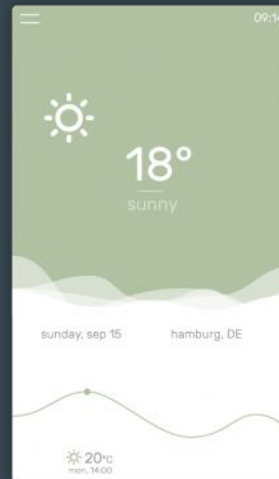
Tetris

Direction plan

UI Style



- Fresh
- Simple
- Nothing fancy

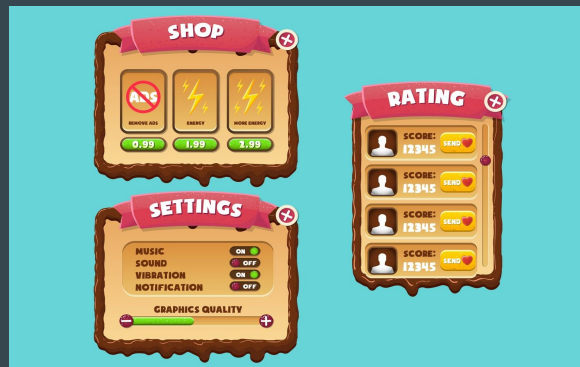
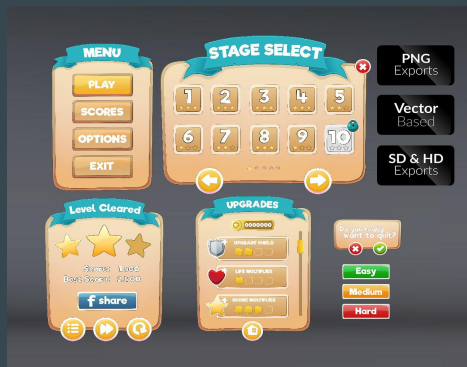
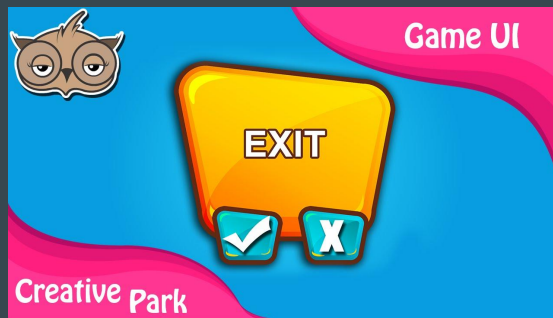


- Fresh
- Simple
- Nothing fancy

Tetris

Direction plan

UI Style



- Too much decorations
- Outlining
- Too saturated colour

Tetris

Direction plan

FX Style



- Lighten up blocks when the row is cleared
- Whole background lightens up
- A rectangle appears and expands behind the cleared row and disappears
- Lightens the whole screen when level up, then fade in the whole screen when the next level is loaded



- ✗ Fancy or complicated fx
- ✗ Fx with more than one colour

Tetris

Direction plan

Thank you!

Ethical Software Limited