



Team C:Tetris Features

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Numbers

Julianna - $\frac{1}{3}$ features $\frac{1}{6}$ - requirements 0/6 tests 82 lines of code

Prospers - 0/3 features 0/6- requirements 0/6- tests 0 lines of code

Josh - 0/3 features 0/6- requirements 0/6- tests 0 lines of code

Amaya - 0/3 features 0/6- requirements 0/6- tests 0 lines of code

Total burndown: 4%



Feature 1: Advanced Figure Mode -Julianna

Users will have a pop up box at the starts of the program that will ask them if they want to play with 4 block figures, 5 block figures, or 6 block figures

This will give users the options to increase the difficulty of the game if they choose to



Feature 2: Change Figures Color Schemes -Julianna

Users will have the option to play with the classical color scheme, or choose different color schemes to play with.

This will help give users a chance to add some customization to the game



Feature 3: Change Background Color - Julianna

Users will have the opportunity to change the background color when they play the game from the original white background.

This will allow users increased customization over the game.



Feature 4: Piece preview -Prosper

This feature is being added so the user can better strategize how to use the piece they currently have in conjunction with what is already laid down and what is coming next. For this feature to be required we would potentially randomize 2 pieces ahead rather than just one and have one in queue while letting the current one fly.



Feature 5: Time Limit -Prosper

This feature is being added to add a new aspect to the game which puts a new pressure on the player to do as well as they can. This will be implemented with a toggle switch that will turn the time limit on or off depending on the users preference.



Feature 6: Tetris Tracker -Prosper

This feature is being added to add a new aspect to the game which gives positive feedback to our user and adds an element to the game which emphasizes doing uncommon things. This will be implemented by tracking the number of lines cleared by the user and checking if its 4, in the case of it being 4 it will return a 'Tetris' achievement.



Feature 7: Dark Mode -Amaya

This feature is needed in case the user wants to play the game in an environment that is not well-lit to prevent eye strain making it more comfortable to play.



Feature 8: Pause Game -Amaya

This feature is needed in case the user wants to play the game and needs to stop playing it at any point in time but also wants to return to the game.



Feature 9: Game sound -Amaya

This feature is needed in case the user wants to play the game and needs to stop playing it at any point in time but also wants to return to the game.



Feature 10: Difficulty Increase -Josh

When a user is doing good, the difficulty will increase (fps)



Feature 11: Background Noise - Josh

When a user plays the game, background noise will be playing so the user has a better game experience.



Feature 12: Track High Score -Josh

User will be able to track high score so that the user can keep track of how good they are playing and can try to compete to beat their high score.