Period 2
Member: Richard Wan
Group Name: Tetri
Project Name: Tetri
Description:
Making NES Tetris with elements from modern day tetris such as 7 bag system, hold, and hard drop.

List of current functionalities
Hard Drop
Allows the user to instantly drop the tetrimino without having to wait for it to fall

7 bag system
7 tetriminos are put into a bag and a random piece is taken out of the bag. This is used to ensure that there is no piece drought.

Increasing speed
Faster falling pieces as more lines are cleared to increase difficulty

Point system
More points for number of lines cleared simultaneously and the amount of points earned increases with the speed

Shows next piece and current piece being held

Holding
Allows the user to hold the current piece. Taken from modern Tetris

Game over screen
Displays current score, previous highest score, and lines Cleared

Start screen
Displays controls and enter to play

Screen gradient as user reaches the top of the screen

Instructions:
Controls are on screen
Enter to play

Objective: Highest Score