

Tetris Game Requirements

Seth's Requirements:

Score Counter:

- As a player, I want to see my score update in real-time as I play so that I can keep track of my progress.
- As a player, I want the score display to be visually appealing, motivating me to keep playing and improving my score.
- As a player, I want the scoring mechanism to be fair, rewarding me appropriately for lines cleared, combos, and other in-game achievements.

Color Changing Modes & Palettes:

- As a player, I want the ability to switch between different color palettes to customize my gaming experience.
- As a player, I want the color modes to be easily accessible from the game settings or menu.
- As a player, I want the selected color mode to be applied consistently across all game elements to ensure a cohesive visual experience.

Pause Functionality:

- As a player, I want a clear and intuitive way to pause the game, allowing me to take breaks without penalty.
- As a player, I want all game animations, sounds, and timers to stop during pause to ensure the game is truly paused.
- As a player, I want to easily resume the game from where I paused, without any glitches or sudden increases in difficulty.
- As a player, I want the pause to persist between instances of the application

Brooks' Requirements:

Speed Increase:

- As a player, I want the game to gradually increase in difficulty by speeding up the fall rate of Tetris blocks.
- As a player, I want clear visual or audio indicators when the game speed increases to prepare myself for the increased challenge.
- As a player, I want the speed increments to be consistent and not too abrupt, allowing me to adapt and continue playing.

Piece Preview:

- As a player, I want to see a preview of the next Tetris block so I can plan my moves in advance.
- As a player, I want the piece preview to be displayed prominently and clearly, without obstructing the main game area.

Saving a Piece:

- As a player, I want the option to save a Tetris block for later use, introducing an additional strategy layer to gameplay.
- As a player, I want clear UI indicators for the saved piece, as well as the ability to easily swap it with the current piece.
- As a player, I want constraints on how often I can swap out the saved piece to maintain game balance.

Quay's Requirements:

Sound Effects:

- As a player, I want to hear distinct sound effects for in-game actions like rotating blocks, clearing lines, and reaching new levels.
- As a player, I want the option to adjust or mute sound effects to tailor the game audio to my preferences.

Game Over Screen:

- As a player, I want a comprehensive game-over screen that provides feedback on my performance, including the final score, lines cleared, and other relevant statistics.
- As a player, I want the option to quickly restart a new game or return to the main menu from the game-over screen.

Dark Mode:

- As a player, I want to toggle between standard and dark mode to reduce visual strain during extended gameplay sessions.
- As a player, I want the dark mode to be a cohesive theme, ensuring all game elements, including text, blocks, and backgrounds, are adjusted accordingly.