

Milestone 2 Readme

Group: Achin Kalia, Shirin Namiranian

Git: <https://github.com/Shirinhoney8/CSC690>

***Note:** Shirin had technical difficulties with her laptop so we worked together on one computer for majority of the time.

Tetris Game

You have to complete an entire row inside the grid to score using the tetriminos that are falling. You can adjust where and how the Tetriminos fall. By swiping either left or right, you can slide the falling Tetrimino from side to side. You can't slide a tetromino past the edge of the Matrix. By pressing the on the tetrimino, you can rotate the shape.

Priority 1 (must have) features:

6-7 different block shapes

Blocks must fall vertically down at a reasonable pace

Score must be listed

Next block displayed

Priority 2 (nice to have) features:

Highscore chart

Have rotation button be on the block itself instead of a seperate button

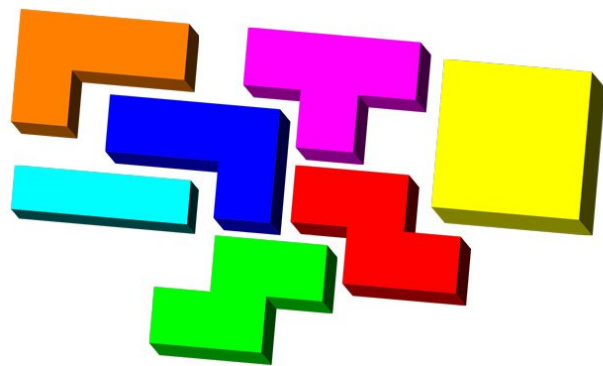
Levels

Design:

GAME BOARD:

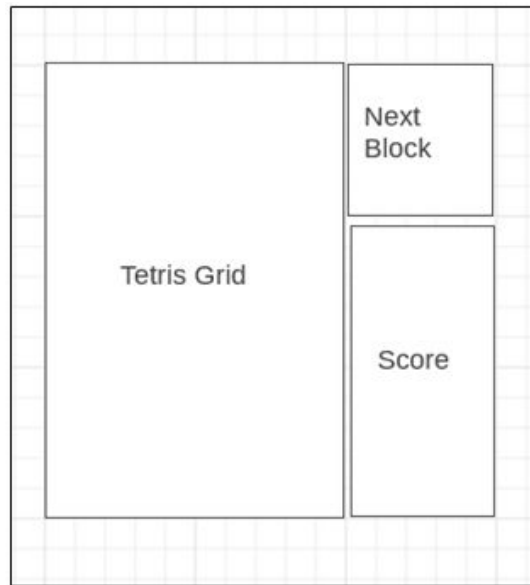
Row 0 / Col 0	1	2	3	4	5	6	7	8	9
Row 1									
Row 2									
Row 3									
Row 4									
Row 5									
Row 6									
Row 7									
Row 8									
Row 9									
Row 10									
Row 11									
Row 12									
Row 13									
Row 14									
Row 15									
Row 16									
Row 17									
Row 18									
Row 19									

BRICKS:
 -7 different types of bricks. I, J, L, T, Z, S, O.



NEXTBRICKS:
 -You can see the next brick that can be used to play in advance.

Wireframe:

**GAME SCORE:**

-Game score is depending on number of lines are cleared. 10, 30, 60, 100 points.

SOUND MANAGER:

- Background music plays while game is running
- Game over music plays when you lose
- Score music when you connect a full horizontal row

Work Estimates:

Game View - 3 Hours - Achin

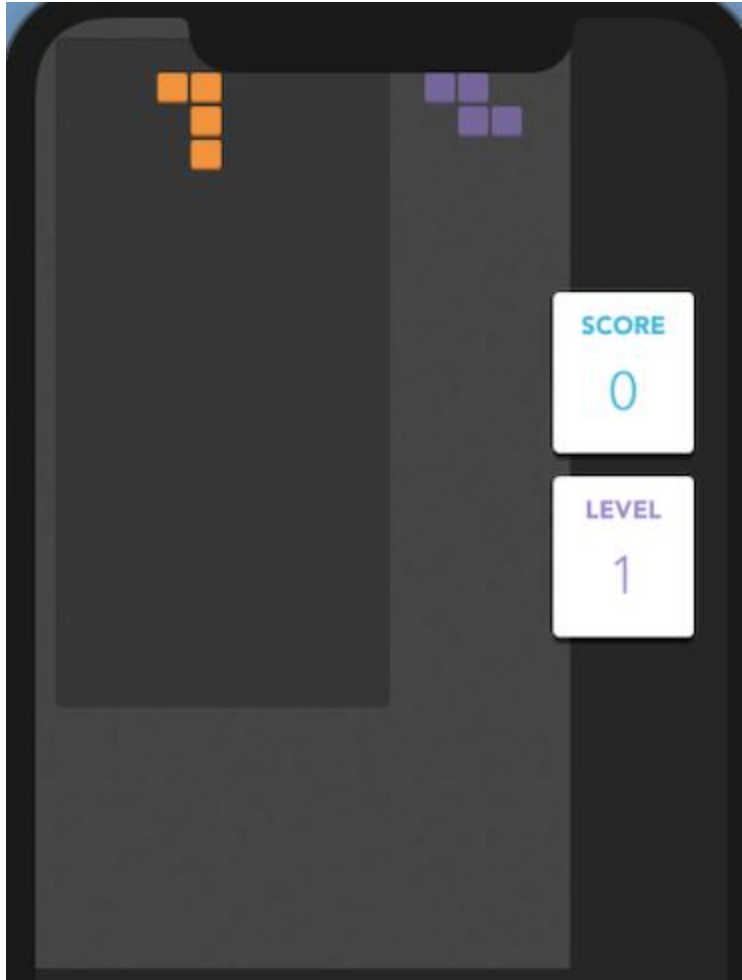
Game Board - 2 Hour - Shirin

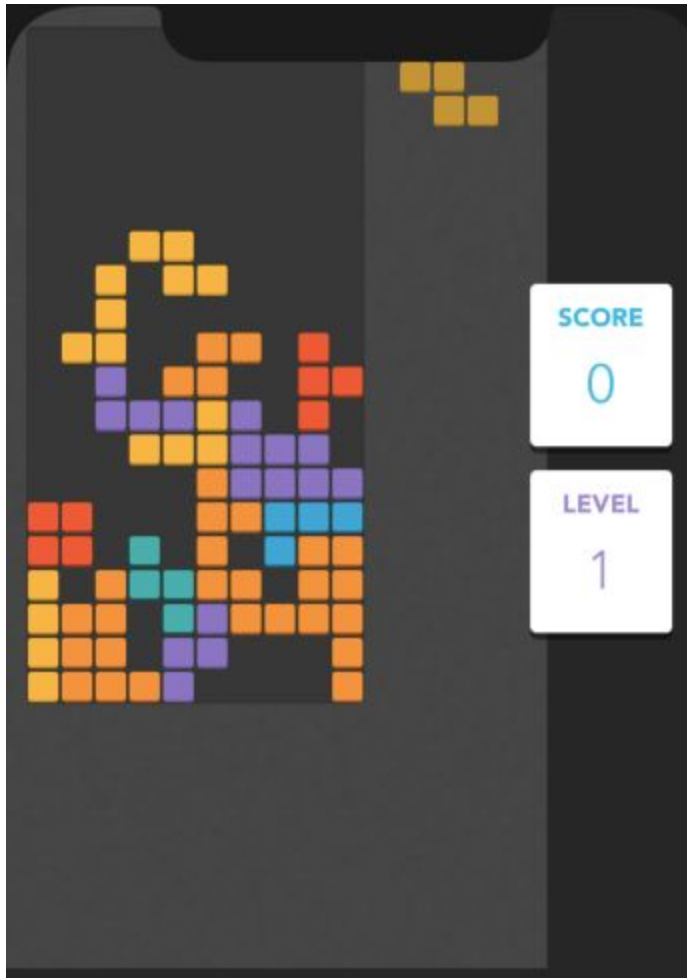
Game Controllers - 3 Hours - Achin

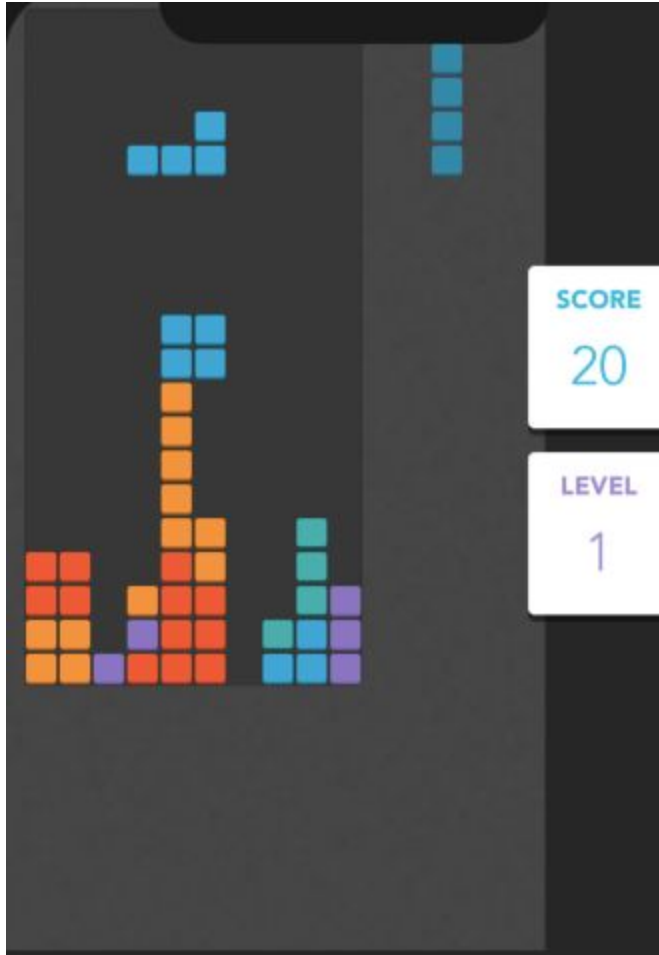
Game Sounds - 2 Hours - Shirin

Game Score - 2 Hours - Shirin

UI Screen:







Resources used:

Assets: [bloc-books.s3.amazonaws.com/swiftris/swiftris-assets.zip](https://s3.amazonaws.com/swiftris/swiftris-assets.zip)

Guides and tutorials used: <https://www.bloc.io/resources/ios-prework>

<https://www.youtube.com/watch?v=467Doas5J6I>