Milestone 1 Readme

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.

Group: Achin Kalia, Shirin Namiranian

Priority 1 (must have) features:

6-7 different block shapes

Blocks must fall vertically down at a reasonable pace
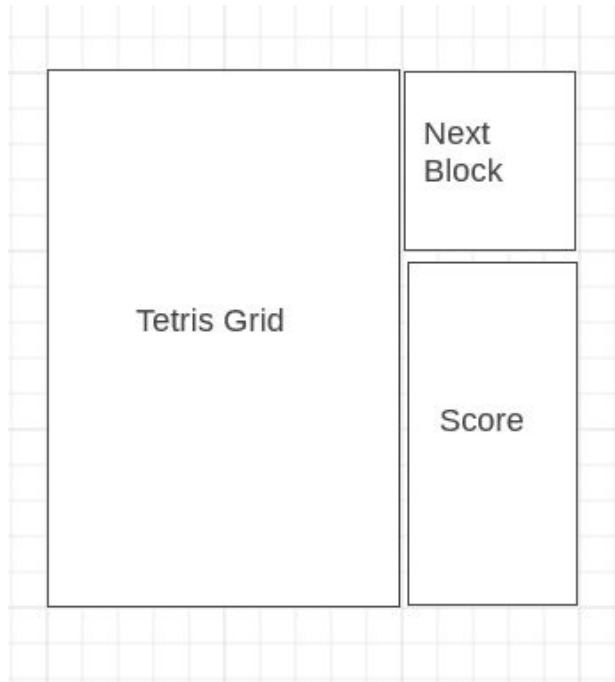
Score must be listed

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

Wireframe:

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