Idea Pitch
COMP3016 Immersive Game Technologies

Proposal title: 3D Tetris

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Description

I Will Be developing a 3D version of the popular 2D game Tetris. This will have all the same features as Tetris except it will be in a 3D space, meaning you have to fill a 2d space to clear layer. Also, the User will be able to change the orientation of the block in 4 ways rather than 2 ways.

Libraries

As of current I only have 4 libraries that I will use GLFW , Free Glut, GLEW and GLM

Interaction

The user will be able to interact with the application on a PC using the keyboard. The user will be able to use the mouse as well to navigate the start menu. When the user activates the game, they will have 3 ways of controlling the blocks that fall on the play area. One will be space to make the block fall down faster than it currently is. Another is changing the orientation of the block with WASD in 4 ways. Also, because it's 3D, the user will be able to change where the block falls on the 3D play area using the arrow keys.