Time-Bomb Tetris

By Jason Culver

1. Upon opening the game, there will be a welcome screen with the options: play, help, high scores, and exit.
2. If the exit option is used the game will close. (Can hit q at anytime to quit)
3. The high score option will display up to 10 high scores. (Panel in-game that displays 5 scores.)
4. The help option will display what the actions of certain keys will be.
5. The play option will begin the game.
6. Once the game starts a screen will appear with a large box to be used as the playing field.
7. The next piece to fall will be displayed to the side of the playing field.
8. On the other side there will be a holding area for a piece to store for later use.
9. When a piece is on the playing field it will start at the top and move down towards the bottom.
10. Upon hitting the bottom the next piece will appear on the playing field.
11. While the piece is in play, the player can move it left and right.
12. The piece can be rotated clockwise and counterclockwise.
13. The piece can be forced down at a quicker rate.
14. The piece can be instantly dropped to the bottom.
15. The piece can be transported to the holding area, if another piece is in the holding area they will be switched, otherwise the next piece will appear.
16. As the pieces fall when a line is created from side to side that line will disappear and points will be awarded to the player.
17. More points will be awarded for the more lines cleared at the same time.
18. More points will be awarded for lines cleared consecutively with each consecutive piece.
19. After reaching a certain score the level will increase, which will increase the drop rate.
20. During game play a bomb will randomly appear.
21. If the line with the bomb is not cleared within a time limit it will blow up a section of the blocks.
22. If the line is cleared a certain section of blocks will collapse downwards. (Removed)
23. There will be 3 variables of bombs.

Added

1. A song will be played during game play.
2. A sound will be played when piece hits bottom or the stack.
3. A sound will be played when the bombs go off
4. Implemented boxes for score, multiplier, level, and high scores.