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## Feature List:

Tetrimino Suspension

Controls Graphic

Launch Menu

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## Feature Details

### Tetrimino Suspension

#### Explanation

While a Tetrimino is active/descending, it can be held for later use. This temporarily removes the Tetrimino from play until it is swapped for another Tetrimino. If there is no Tetrimino currently held, the Tetrimino is simply stored. If there is already a Tetrimino being held, the currently held Tetrimino and the currently falling Tetrimino are swapped.

#### Epic

As a Tetris Player I want to be able to save my Tetrimino for later so I can use it later, or skip to the next piece.

##### Stories:

As a Tetris player I want to be able to hold a Tetrimino so I can avoid using it right away

* Create a logical holder for the Tetrimino.
* Create a control that the player pushes that holds the current Tetrimino.
* Create a function that moves the Tetrimino off the active grid and into the Holder.

As a Tetris player I want to be able to retrieve a held Tetrimino so I can use it instead of the current piece.

* Create an accessor for the holder.
* Map this functionality to the same key as the storage feature.
* Create a displayed Holder so the User knows what is currently held.

### Controls Graphic

#### Explanation

Graphic to the side of the playing board that shows what controls perform what action. This box can be hidden and reopened. This may change if controller mapping is implemented.

#### Epic

As a Player I want a Controls graphic so I can intuitively learn the game, then play it on my own.

##### Stories:

As a New Player I want control graphic so that I can learn to play the game

* Create Controls graphic that appears when a game first starts
* Create Controls graphic to the side of the board.

As an Experienced Player I want to hide the controls graphic so the display is not cramped   
+ As a New Player I want to be able to reopen the control graphic so that when I accidentally close it, I don’t have to restart the entire application to see it again.

* Make the control graphic hidden/shown via toggled property.
* Create a function that hides/shows the graphic by toggling the property.
* Map the toggle function to a key.
* Create an always present graphic that shows the toggle controls key.

### Launch Menu

#### Explanation

Menu that appears before the Tetris game is launched, allowing the user to set certain settings to change their experience while playing the game.

#### Epic:

As a player, I want to be able to set specific settings for the game before running it in order to personalize my experience.

##### Stories:

As a Player I want to set specific settings for the game before running so I can adjust the game’s difficulty to my skill level.

* Make the menu appear before the Tetris Window.
* Implement a Context/Strategy pattern to implement the settings themselves being changed.
* Provide a settings section and start button. The start button sets the strategies based on input, then initiates the main game loop.

As a Developer, I want a settings section so I can implement multiple features that affect the same functionality

* Partition the Settings window into labeled sections.
* Ensure all implementations receive a setting if needed.