# Drew Woll

## Feature List:

Fall Speed Control

Grid Size Control

Sounds for actions

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## Feature Details

### Change Game Speed

#### Explanation

Players will have the option before starting a game to change the speed at which blocks fall, in turn, resulting in a harder difficulty.

#### Epic:

As a player, I want to choose the difficulty level of my Tetris game because I would like to see how good I am at the game.

##### Stories:

As a player I want to have fun but also be challenged because it feels more rewarding

* Players will determine how fast their game speed will be before beginning it
* Over time, players may want to slowly increase this speed to see how high they can go

As a player I want to play the game as long as possible because I enjoy the challenge and would like to continuously challenge myself.

* Having one speed to play will get boring so players will be given the option to test how good they are at the game by increasing the speed.

### Change Size of Tetris Grid

#### Explanation

Players will have the option to change the size of the grid their game will start with.

#### Epic:

As a player I want to change the experience of my Tetris game because I would like more of a challenge and an experience that is customizable.

##### Stories:

As a player I find Tetris to be hard because of the speed at which the bottom of the grid fills up.

* Players can choose a larger grid when first learning how to play Tetris so they have an easier time playing the game.

As a player I want to have fun but also be challenged because it feels more rewarding

* Players can choose a smaller grid when they’ve learned the game so it becomes more challenging and fit for their skill level.

### Implement Sounds for shapes moving and being placed

#### Explanation

As shapes move down the grid, each movement will make a sound as well as when they are placed at the bottom of the grid.

#### Epic:

As a player I want sounds in the video games I play because they make the games feel more interactive and give me audio queues as the game plays.

##### Stories:

As a player I want to hear when a block is placed because it confirms that I can move my attention to the next shape.

* Each instance of a shape being placed at the bottom of the grid will trigger a specific sound

As a player I want the games I play to have audio so I can feel more immersed and aware of the game.

* Each instance of a shape moving will trigger a sound