# Quentin Roa

## Feature List:

More Tetriminos

Color Palette

More Controls

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## Feature Details

### More Polyominoes

#### Explanation

Adding more Polyominoes that can drop, to add some more complexity to the game.

#### Epic:

As a player, I want more variance because too much of the same thing is boring.

##### Stories:

As a player, I want different Polyominoes because it adds something different.

* Create an extended list of Polyominoes that will fit within the same grid.
* Edit picker to pick from the whole list.

As a player, I want more Polyomino colors because it makes the game look more interesting.

* Add more colors to the color list.
* Allow the color picker to pick from the extended colors.

### Color Palette

#### Explanation

This will add a new color palette to the game, to make it seem less dated.

#### Epic:

As a player, I want something more interesting because it will hold my attention better.

##### Stories:

As a player I want a darker color palette because I am more accustomed to it.

* Changing the background to a dark gray.
* Making the grid black.
* Making the counter white.

As a player I want more vibrant Polyominoes because the dark background will make them pop.

* Removing the old Polyomino colors.
* Adding similar, but brighter new colors.

### More Controls

#### Explanation

Adding controls for rotating through two different ways.

#### Epic:

As a player, I want more control over the game because it will make it easier to orient the Polyominos.

##### Stories:

As a player I want to be able to rotate clockwise because all rotations should be the same way

* Making sure all shapes are rotated the proper direction.
* Mapping the D key to clockwise rotations.

As a player, I want to be able to rotate counterclockwise because I can already rotate clockwise.

* Making a function to select the previous orientation.
* Mapping the A key to counterclockwise rotations.