# Teddy Amare

## Feature List:

Background Flash

Game Level

Save Highscore

## 

## Feature Details

### Flashing Background

#### Explanation

The game will start off with a simple primary background color. Once the user starts playing the game, the background will flash matching colors with the current Tetris that’s dropping to distract the user and make the game more challenging.

#### Epic:

As a Tetris Player, I want the background of the board to be interesting as it goes because it will become more challenging and fun to play.

##### Stories:

As a Tetris player, I want the background color of the board to flash with a color matching each subsequent Tetris block on the board coming down for a few seconds because it’ll create a more interesting play in the game.

* Grab the the colors of the tetriminos displaying on the board and randomly assign them to be the background color of the board.

As a Tetris player, I want the timing of the flashing to be accurate with the time the blocks are dropping because it can create a more challenging navigation when placing the blocks.

* Sync the time of the background color switch with the block drop

### Game Level

#### Explanation

Tetris will have a level to choose from when starting to play. Implementation will be dependent on the team’s chosen strategy. One can only start from Level 1 and continues to play to unlock more levels.

#### Epic:

As a Tetris Player, I want to be challenged when playing the game because it’s more fun that way.

##### Stories:

As an initial Tetris Player, I want to start off with a Level 1 Tetriminos because I haven’t played the game before.

* Game shows what Level the current user is on the top as the user plays on

As a Tetris Player who has played the game on Level 1 before, I want the user to go to the next Level because it ‘ll get more challenging

* The user will have to hit a specific score to unlock the next Level

### Save Highscore

#### Explanation

Save High score is a way to persist the High score of the Tetris player. Future implementations may include saving the name of the player and associating the Highscore to the current player.

#### Epic:

As a Tetris Player, I want to save a high score on my application because I can compete more with the goal to beat that highscore.

##### Stories:

As a Tetris Player, I want the game to display the general score along with the high score so I can see how much I will have to go to beat the high score/

* High score can be displayed on the top right corner of the screen (Highscore: 43)

As a current Tetris Player, I want to see the name of the player who has the highest score on the game so that I can identify the person and try to match the score

* Display a table in a settings menu displayed above by Dylan with name and saved score and a high score tab.