Tab 1

Project Name : TETRIS Game Development

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Tab 2

**Overview**This project involves the implementation of a simplified version of the classic Tetris game.\*The game TETRIS consists of a 20X10 grid where 7 types of tetrominoes fall.

\*Each tetromino can be moved left/ right/ lower by A\S\D keys.  
  
\* W key rotates the tetrominoes by 90 degrees so the player can adjust in what orientation the tetromino falls  
  
\* When a row is filled with blocks, the blocks disappear and the player gets a score accordingly **Intended features to implement**

\* A start, play/pause menu: A basic user interface  
  
\* Scoring system: Points are awarded when rows are cleared  
  
\* Rotating the tetrominoes like original tetris. This feature is expected to be challenging to implement in iGraphics  
  
\* A preview window where the player can see the next tetromino that is about to spawn  
  
\* Tetris music

Tab 3

**How my project differs from the original TETRIS**\* Predicting what tetromino falls requires machine learning/advanced algorithms/APIs, whereas in my project the tetrominoes fall randomly  
  
\*Mouse hover control will conflict with the game mechanics and complicate gameplay, so that is not implemented  
  
\*Only the speed at which the blocks fall can be made faster as the game progresses, however choosing what tetromino to give the player predicting the grid layout and the players game status is not possible here  
  
While the project aims to replicate the original Tetris, certain features may be challenging to implement, particularly tetromino rotation in iGraphics and the preview window. However, even with partial implementation, this project will provide valuable insights into **game mechanics, logic programming, and graphical interfaces**.