Game Spec:

Olaf Imiołek, Bartosz Włodarczyk

# Title: ~~Te~~Tris

Rules:

1. The game field is an 8x6 grid, composed of squares.
2. Each square can either be full or empty.
3. Once a whole row is full, it gets cleared, adding points to the score counter, and moving all squares in the rows above one row down.
   1. Single line cleared: 100 points
   2. Two lines cleared (at the same time): 300 points
   3. Three lines: 900 points
   4. Combo: subsequent line clears get multiplied by combo counter (which increases by 1 every subsequent line clear and resets after dropping a block without a clear).
4. Blocks are added to the grid dropping from the top, in groups of 3 squares, chosen randomly from a group of possible shapes.
5. The block stops falling when any of its squares are directly above any other full squares already on the board, or once it hits the bottom of the board.
6. The player can control the falling blocks by moving them right or left using the keyboard, they can also speed up the fall of the block or make it instantly fall.
7. The game finishes once no next block can be dropped due to the grid being full. This brings the player to the scoreboard where they can input their name.

Implementation:

1. The game will be implemented in the gamelib-x64 OS, by Olaf Imiolek and Bartosz Wlodarczyk.
2. The graphics will be rendered using gamelib and it will be the only library used.
3. Random numbers will be implemented using the algorithm from original Tetris: XOR 1st and 9th bit of a register, put result on 16th bit, shift right. This is performed every game tick, so thanks to human input (some blocks will fall for longer and some shorter) the results will differ and be “random” after a few iterations.