**Team-Based Project Release 1**

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Github Link: https://github.com/cadenorm/DropItLikeItsHot

The goal of this project is to create a mobile game where randomly generated blocks will fall from the top of the screen and the user must quickly decide the orientation and position of the blocks before they hit the bottom of the screen (the “ground”). The objective is to fill a row in its entirety which will cause that row to disappear, and points are given per row that is completed. The game will be over when the blocks stack up to the top of the screen, and the player is out of moves. A player will have the ability to view their high score when on the home screen of the game.

Potential Users:

* Gamers
* People with free time
* Retro-gamer
* Children

Use cases:

1. **Main Menu**

Users are prompted at the main menu to select the button “Start Game”. When the button is clicked, a new empty board with a score of zero is created. From the main menu, users will also be able to see what their current high score is.

1. **Create Grid**

When a new game is started, users will be able to view a blank grid. The blank grid will be generated by aligning a group of square images in a 7 by 9 matrix. Users will also be able to view 4 buttons at the bottom of their screen: a “rotate,” “drop,” “left,” and “right” button.

1. **Generate Block**

When the game is started, a random block will be generated at the top-center of the screen. The block will encompass four cells on the grid and will be of a random shape. The player will be given control of this block, and when the block has reached the “bottom” of the grid, a new block will be generated.

1. **Allow Block to Fall**

After users determine the position of the block they can allow the block to fall at that position until they reach the “bottom” of the grid. Even if the user moves the block left or right, or rotates the block, it will continue to fall until it hits the bottom or another block.

1. **Block Stop at Ground**

While a block is falling, users will be able to control the horizontal position and the rotation of the block while it is in freefall. The block will stop when it either reaches the bottom row of the grid, or the block’s bottom-most cell reaches another grid cell that already contains a block.