Hello!

This is a remake of the game called Tetris. I tried my best to debug the game, but if you find any bugs/glitches, feel free to contact me on Discord.

You can reach me at *dayvid#0271*.

**Game Mechanics**

**Objective:** Tetrominoes (groups of 4 block letters) spawn. Last as long as you can by preventing them from reaching the top. Every time you fill an entire line, it gets deleted and you earn points. Once it reaches the ceiling, you lose.

**Controls to play the game:**

* **Either A/D or Left/Right arrow keys:** move Tetrominoe left or right
* Either W/S or Top/Bottom arrow keys: rotate Tetrominoe clockwise or counterclockwise
* **Press and hold control:** soft drop (makes Tetrominoe go down faster)
* **Space:** hard drop (immediately goes to floor/thing)

**Scoring:**

I didn’t use the traditional methods. Instead, level progression goes by the following formula:  
 level = 1 + floor(0.3\*lines)

Speed increases by 10 percent for each increase in level

Each line earns 1 point added. **However, a Tetris**, which is 4 lines at once, **awards double.** That is, a Tetris means a total score increase of 8.

**Credits:**

The music used is not mine. **Credits go to the following videos:**

* <https://www.youtube.com/watch?v=Ci5squuWW3Q>
* <https://www.youtube.com/watch?v=63hoSNvS6Z4&t=1s>

**Obviously, I am not the original creator of Tetris. That title goes to Alexey Pajitnov.**

The rest of this tiny project, however, is my work.

* David Chi, 2/17/2021