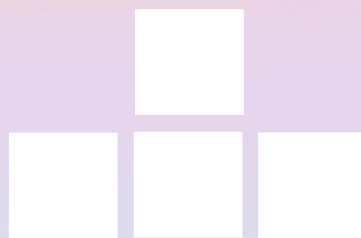
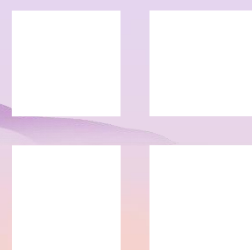


2020



Tetris

Game design document



IT114206/1B Group 2

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Game Programming (MET4330) Final Project

TABLE OF CONTENTS

OVERVIEW	2
GAME IDEA	2
UNIQUE SELLING POINTS	2
GAME STORY	2
GAMEPLAY	3
GAME CONTROLS	3
LEVEL DESIGN	3
SINGLE-PLAYER MODE	3
TWO-PLAYERS MODE	3
TIMING GAME MODE	3
GRAPHIC DESIGN	4
TITLE SCENE	4
SINGLE-PLAYER MODE SCENE	7
TWO-PLAYER MODE SCENE	8
TIMING GAME MODE SCENE	9
UI	10
AUDIO DESIGN	11
SCHEDULING DEVELOPMENT PLAN	12
GAME DEVELOPMENT TEAM (WORK DISTRIBUTION)	13
CHAU YI HEI	13
KWOK HOI YAN	13
MA SIN YI	13

OVERVIEW

Title: **Tetris**

Platform: PC Standalone

Development Engine: Unity 2019.1.14f1

Genre: Puzzle

Target: Casual gamer (Suitable for 6 years and above)

Release date: 18 May2020

Introduction:

《Tetris》 is a puzzle game to play with myself or find your friend to battle. You went to a fantastic place which have different things happen. You need to eliminated the building blocks to gain the survival energy of the world, survival or not will depend on your efforts!

GAME IDEA

UNIQUE SELLING POINTS

- ◆ Tetris
 - Exquisite game screen
 - You can choose your favorite level
- ◆ 1 player
 - You can challenge yourself
 - Unlimited special game play
- ◆ 2 players
 - You can play with your friend in leisure time
 - Challenge each other's limits

GAME STORY

The protagonist went to a fantastic place. There are many different building blocks. Suddenly, he found that he could control these building blocks with his mind. If he eliminated the building blocks, he would gain the survival energy of the world. Therefore, he began to endlessly eliminate building blocks the road for survival. During the period, he also encountered enemies and robbed him of survival energy. In order to survive, the protagonist will definitely fight to the end!

GAMEPLAY

Resolution: Default 1920*1080

Setup: Keyboard and mouse

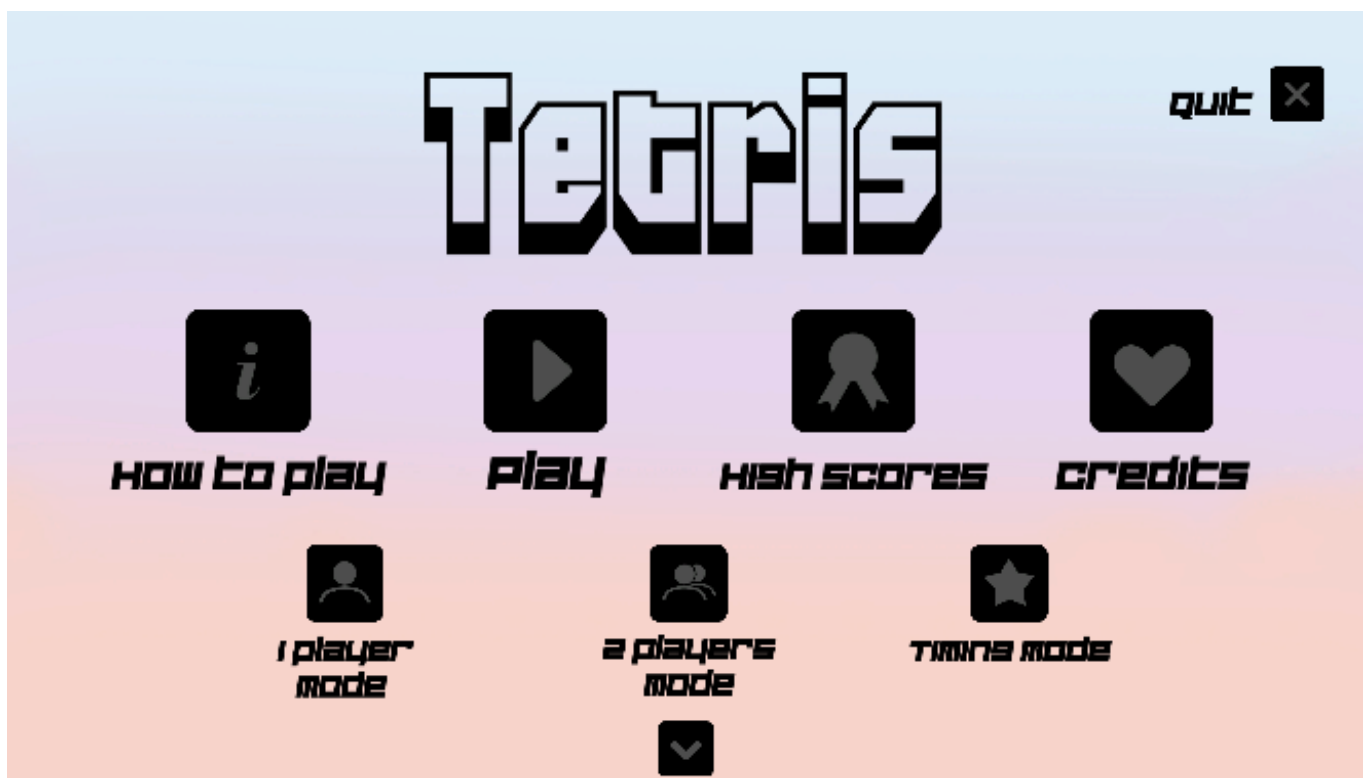
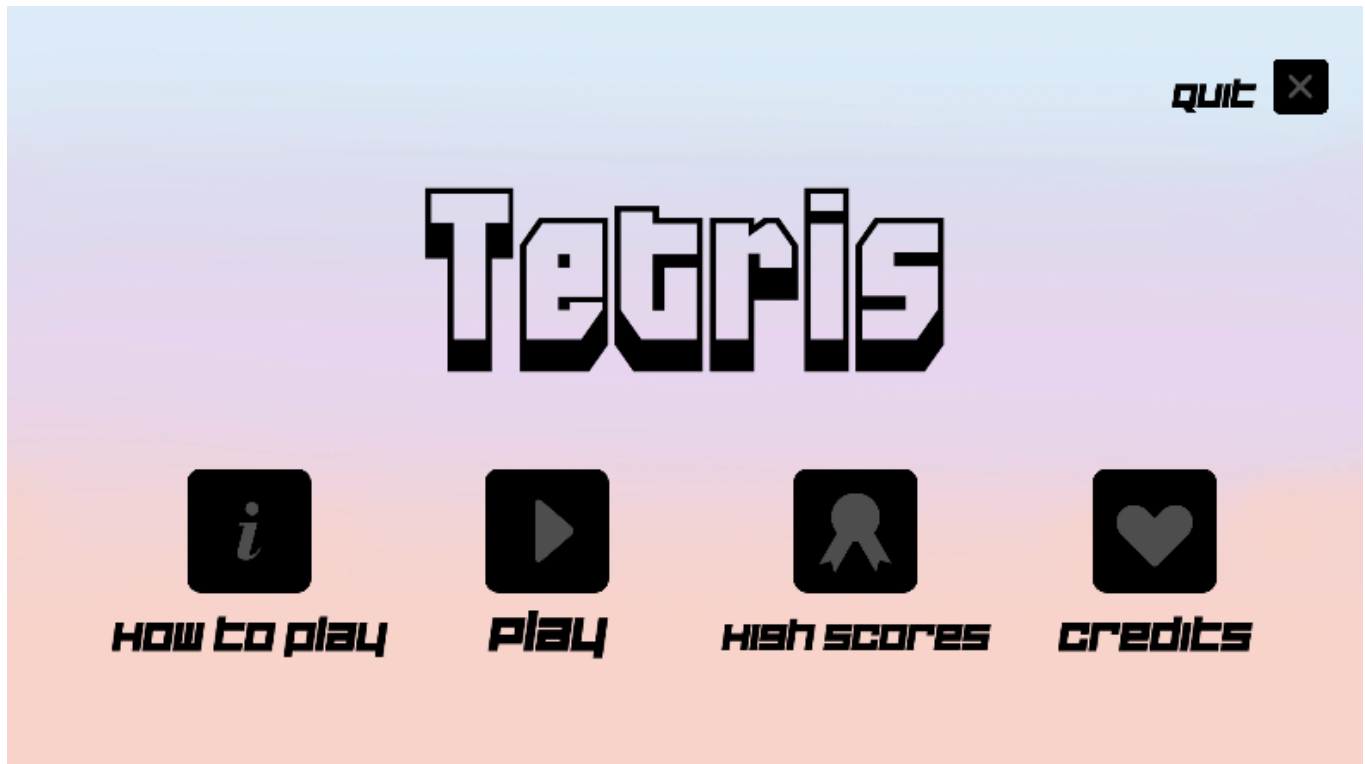
GAME CONTROLS

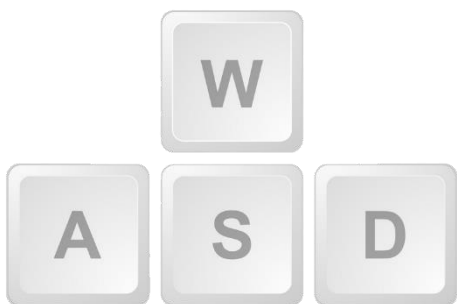
Player 1	<p>Use A & D to control the block</p> <p>Use W to change the direction of block</p> <p>Use S to let the block fall down faster</p>
Player 2	<p>Use Left & Right to control the block</p> <p>Use Up to change the direction of block R</p> <p>Use Down to let the block fall down faster</p>

LEVEL DESIGN

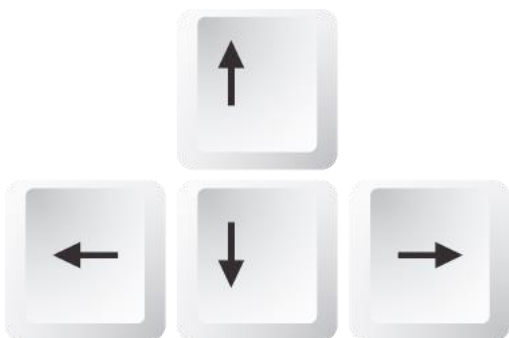
SINGLE-PLAYER MODE	Win	When the game ends, your score will be recorded. Higher score than the recorded one will win the game.
	Lose	The Game will end when the whole screen is blocked. Lower score than the recorded one loses the game.
TWO-PLAYERS MODE	Win	When Two players both end game, player who gets higher score wins
	Lose	The Game will end when the whole screen is blocked. Lower score loses
TIMING GAME MODE	Win	When the game gets 1000 score
	Lose	You can't get 1000 scores when the game after 3 minutes or when the block reaches the highest
	Extra attention	When a certain score is reached, the speed of falling blocks will increase

TITLE SCENE

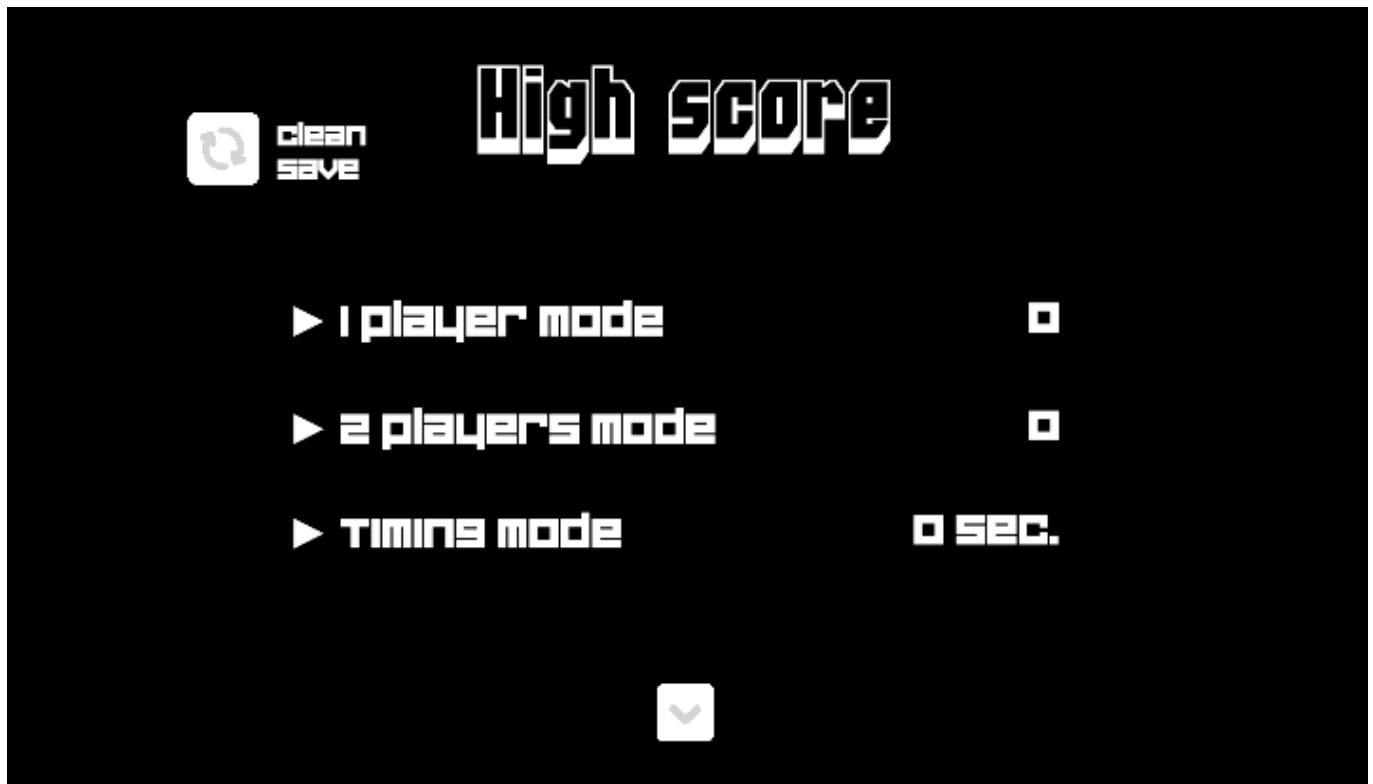


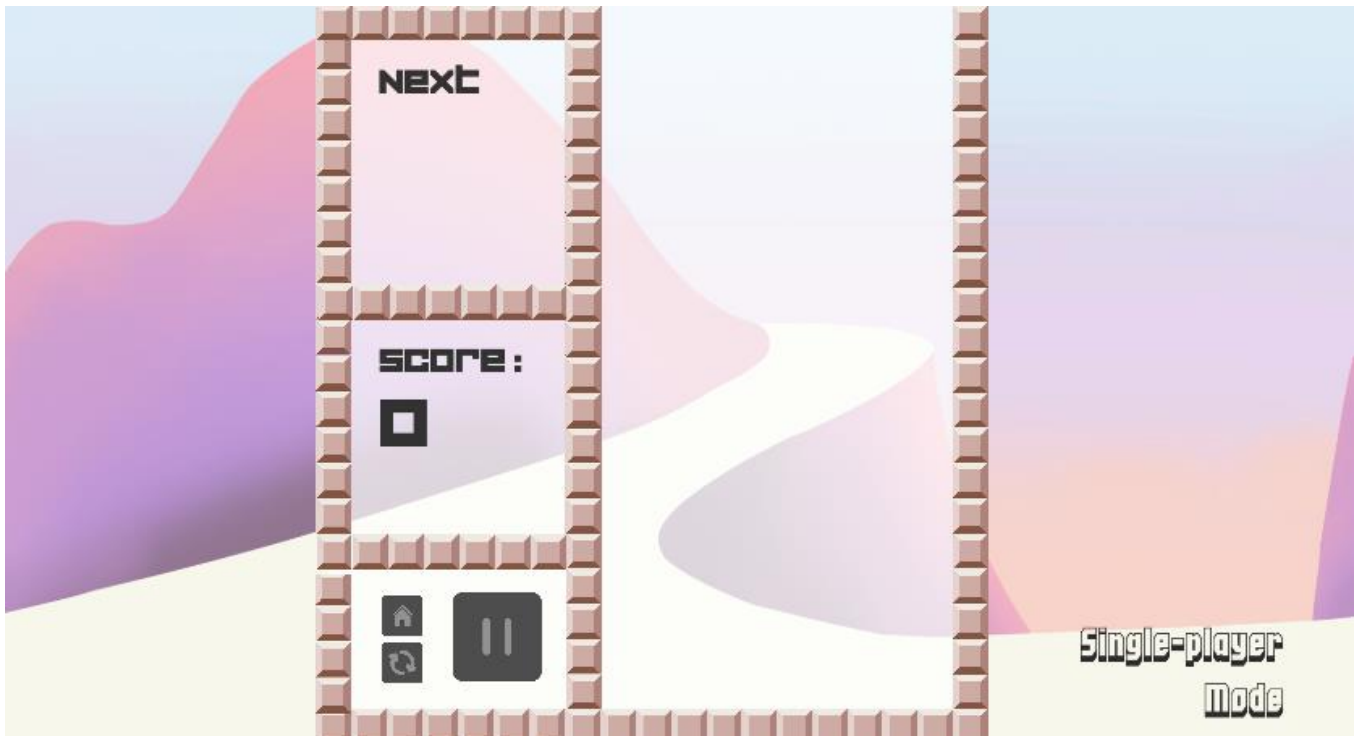


Source link : <https://www.vectorstock.com/royalty-free-vector/computer-keyboard-wasd-gaming-buttons-vector-6846065>



Source link : <https://ya-webdesign.com/image/up-down-left-right-keys-png/719675.html>

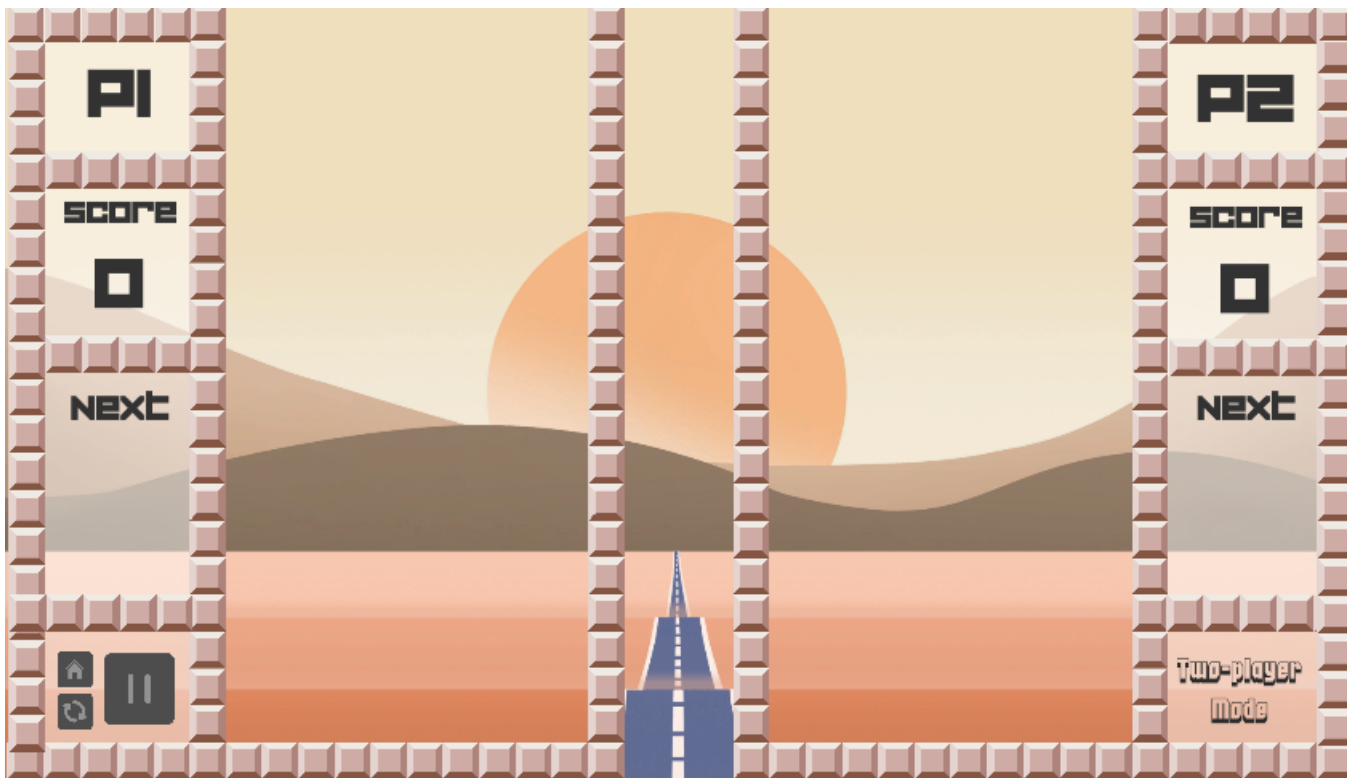




Background Source link : <https://assetstore.unity.com/packages/2d/environments/2d-stylized-roads-pack-132092>

SINGLE-PLAYER MODE (RESULT MENU)





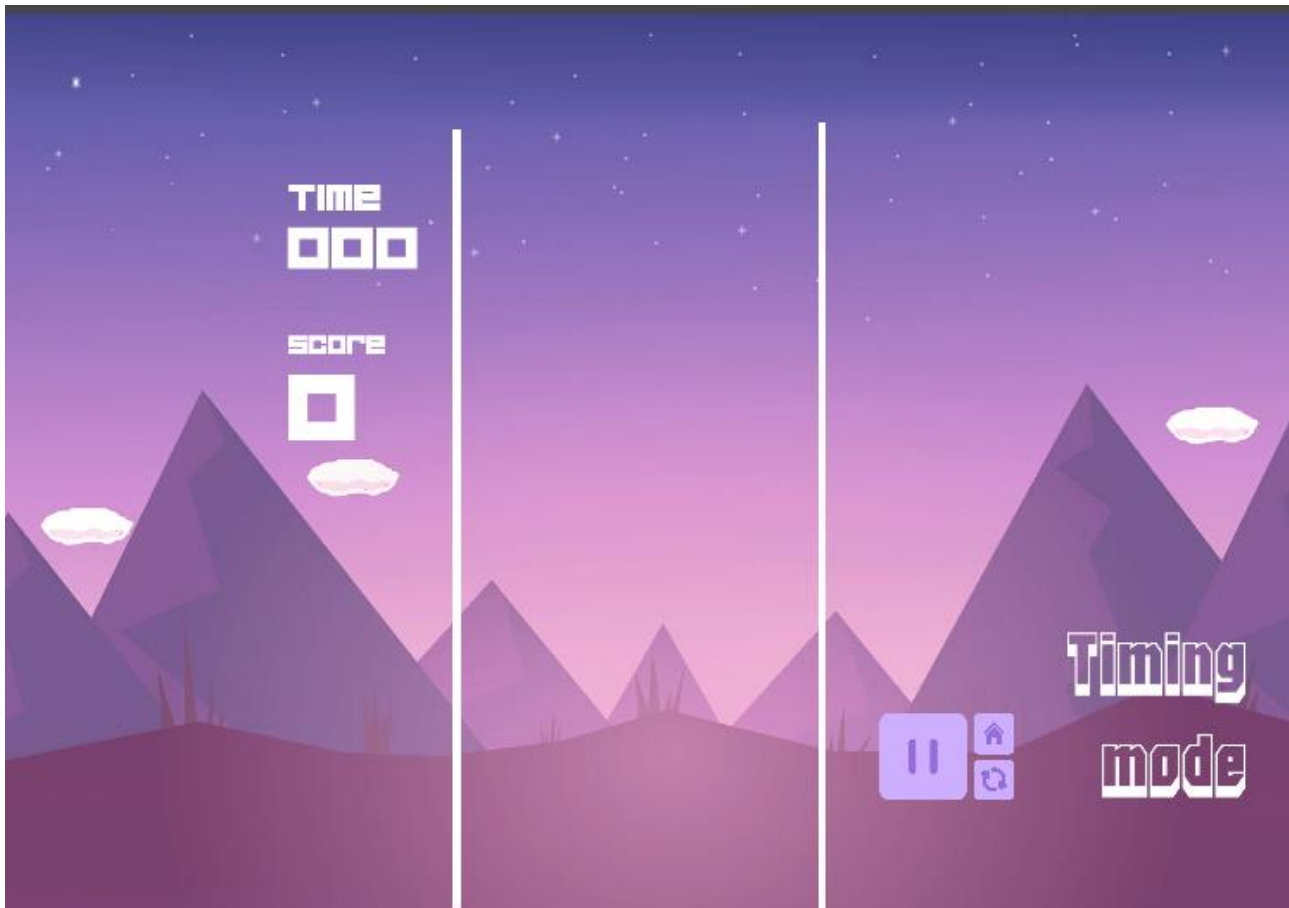
Background Source link : <https://assetstore.unity.com/packages/2d/environments/2d-stylized-roads-pack-132092>

Two-player mode (Result menu)



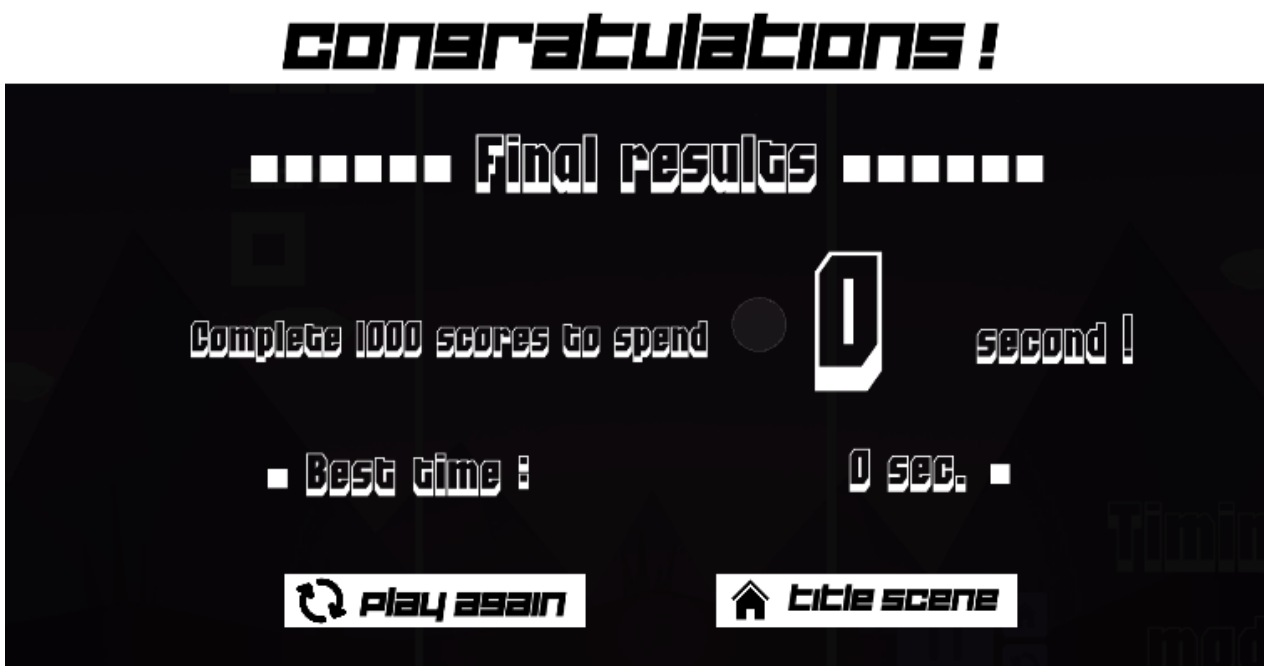
PI WIN !



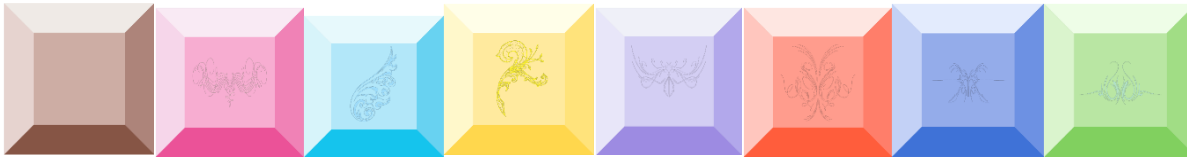


Background Source link: <https://www.needpix.com/photo/1156002/the-background-game-abstraction-graphics-wallpaper-fantastic-imagination-space-graph>

TIMING GAME MODE (RESULT MENU)



GAME OBJECT



Made by: Ma Sin Yi

UI

UI BUTTON



Source link : <https://assetstore.unity.com/packages/2d/gui/icons/simple-icon-pastel-tone-107568>

FONT

The word "Blockt" is displayed in a bold, blocky, pixelated font style with a thick black outline.

Source link : <https://www.dafont.com/blockt.font>

Corporation Games.otf

The words "Corporation Games" are displayed in a bold, italicized, blocky font style with a thick black outline.

Corporation Games Straight.otf

The words "Corporation Games" are displayed in a bold, straight, blocky font style with a thick black outline.

Source link : <https://www.dafont.com/corporation-games.font>

The word "FIGURATIVE" is displayed in a bold, blocky font style with a thick black outline and a textured, stippled fill.

Source link : <https://www.dafont.com/figurative.font>

AUDIO DESIGN

File name & Description	Source link
cupboard1_C (falldown)	https://taira-komori.jp/game01tw.html
ChangeBlock (changeBlock)	https://taira-komori.jp/game01tw.html
poka02 (DelLine)	https://taira-komori.jp/openclose01tw.html
marbletechno1 (Single player and Timing game mode BGM)	http://amachamusic.chagasi.com/genre_techno.html
Deep House - AShamaluevMusic (Two player background music)	https://www.ashamaluevmusic.com/pop-music
Button click music (Button)	https://opengameart.org/content/cloud-click
Comedy - AShamaluevMusic (Title background music)	https://www.ashamaluevmusic.com/energetic-music

SCHEDULING DEVELOPMENT PLAN

	14 May & before	15 May	16 May	17 May	18 May
2D Art	Collection of Graphics Game design	UI design	How to play design	Credit Menu design	Result Menu design
Audio	Collection of Audio		Adding Audio	Adding SFX & VFX	Button feedback
Scripts		Single player & Two players Mode	UI display Timing game Mode	Game Over Function	Save scores Function
Misc.	Game idea Game prototype		UI Animation	Editing Game Design Document	Game Test Game Design Document Gameplay video

GAME DEVELOPMENT TEAM (WORK DISTRIBUTION)

<div>CHAU YI HEI</div>	<ul style="list-style-type: none"> ◆ Title Scene Design ◆ Game UI & Animation ◆ Game Over & Save scores Function ◆ Result Menu design ◆ Game debug ◆ GDD Design
<div>KWOK HOI YAN</div>	<ul style="list-style-type: none"> ◆ Game SFX & VFX ◆ Timing game Mode ◆ Single-player & Timing game mode BGM ◆ Gameplay Video ◆ Unique Selling Points ◆ Game test
<div>MA SIN YI</div>	<ul style="list-style-type: none"> ◆ Game idea ◆ Game Story & Introduction ◆ Single player & Two players Mode ◆ Two-players Mode & Title BGM ◆ Credit Menu & How to play menu ◆ Game test