

CS3560 User Manual for Tetris Project

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1 Building

- To play the game, we are going to include a .zip file that will contain the necessary files and an executable file that runs the program. This is a simpler solution to play the game rather than compiling the program on your own system.
- To play, simply unzip the contents of the zip file that is within the master branch from the repository, and run the "Tetris" executable that is present within the unzipped folder. This will launch the game.

2 Controls

- c - hold
 - Allows the player to hold a block for later use
 - Can only be done once per turn
- space - hard drop
 - Drops the current block straight down
- escape - pause
- right arrow - move right
- left arrow - move left
- up arrow - rotate block
- down arrow - moves down
- Game Over Controls
 - y - Starts a new game
 - x - Exits the program

3 Features

- Music(also sound effects)
 - Constant background music while playing
 - Different sound effects for different events in the game
- Tetromino colors
 - Each block has its own unique color
- Opaque Grid Background
 - Helps player line up blocks
- Game pause
 - Allows player to pause the game and resume it where they left off
- Game score
 - Keeps track of the player's score
- Tetromino Hard drop
 - Allows players to drop blocks immediately
- Hold
 - Allows players to hold a block for later use
- Labels
 - Labels on various fields of the game to clarify for the player what everything is
- Preview
 - Allows player to see the next 3 blocks that will be played. Can be used to set up moves.
- Game Over Screen
 - When the game is over, a game over screen is presented with the option to play again or to exit.