

Tetris Battle Documentation

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Technology Used

- Phaser 3 Game Engine
- Wrapped as an electron application for increased portability

Description

Tetris Battle is a two-player tetris experience. The idea is that both players will be playing a standard game of tetris, except that clearing lines will add additional lines* to the bottom of the opponents tetris board. In general, games are expected to last only a couple of minutes. The player who clears lines the fastest and is most efficient at keeping their board clean will survive the longest and ultimately win.

*- Additional lines will be near-complete lines, except that a randomly chosen square of the line will be missing. This will be added to the bottom of the enemy's board, pushing existing blocks up by 1 line. This forces to opponent to adapt the way they position their blocks to accommodate the new line, since it's empty space likely won't line up with the way they were originally trying to organize their pieces.

Sprites

Each of the standard tetrominoes are used:

- L
- J
- I
- T
- S
- Z
- O

Tetrominoes are generated randomly at the top of the screen, and fall slowly to the bottom of the screen. The user can force the piece to be pushed straight to the bottom by pressing the spacebar. Tetrominoes can be rotated by hitting w (or the up arrow key), and will fall faster by holding s (or the down arrow key). Tetrominoes are cleared by completing an entire row, and all pieces above the cleared row fall down by one block.