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Project Proposal

The game that we wish to implement is a basic tetris game where we move, drop, and rotate the blocks. The game ends when a block cannot be placed below the top of the screen. The goal is to make the game continue by clearing lines when they are completely filled with blocks. There are five block shapes (line, square, zig-zag, “L”, and “T”). We’ll also implement a way of displaying interesting stats (eg current score) and maybe drop speed increases.

An ideal goal will be to make a competitive multiplayer tetris game using one screen with two games side by side. The first player who can’t place a block loses, and the other player wins. As in classic competitive tetris, if one player clears N lines, that then adds $N-1$ lines to the other player's game.

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Project Proposal

The game that we wish to implement is a basic tetris game where we move, drop, and rotate the blocks, and a line will clear when each line becomes completely filled. We'll also implement a way of keeping score and maybe some other fun stats. An ideal goal will be to make a competitive multiplayer tetris game using one screen with two games side by side, and somehow implement if one player clears a line that then adds a line to the other player's game, etc..