

# Tetris

Tetris is a puzzle game where the goal is to create solid lines from falling randomly generated tetrominoes in order to score points. As more lines are cleared the game gets faster and more points are earned.

## Controls

A/left: move tetromino left

D/right: move tetromino right

S/down: soft drop the tetromino increasing its gravity while held.

X: rotate tetromino clockwise

Z: rotate tetromino counterclockwise

C: hold current tetromino

Space: hard drop. Instantly locks the current tetromino to the bottom of the board.

Escape: open and close the pause menu

## Rotation

This game uses the Super Rotation System (SRS). In SRS each rotation has 5 points that it is rotated around and it will use the first rotation that works. The purpose of this is so that the player can consistently move the tetromino where they want to put it

## Gravity

Gravity starts at 1 second per tick. Each level makes it speed up exponentially making the game much more hectic

## Holding

When holding the active tetromino will be put in hold and then the next tetromino will come. After holding once, future holds swap the held tetromino and the active tetromino

## T-Spins

T-spins are a mechanic where by rotating a T tetromino into a hard to reach space you are awarded extra points.

## Score

Score is primarily obtained through clearing lines. More lines cleared at once, and T-spins award more points per line. The amount of points earned is multiplied by the current level so later on more points will be earned

## Levels

Every 10 lines the level increases by 1. After level 15, the game no longer increases level.