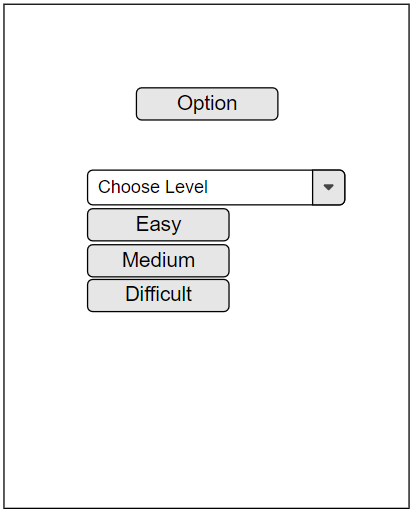
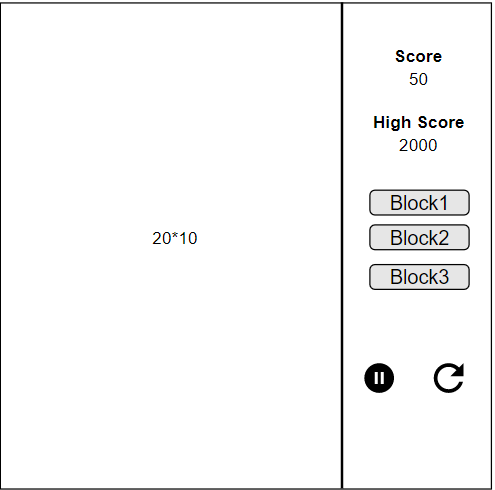
**Final Project Plan for Window Application Development**

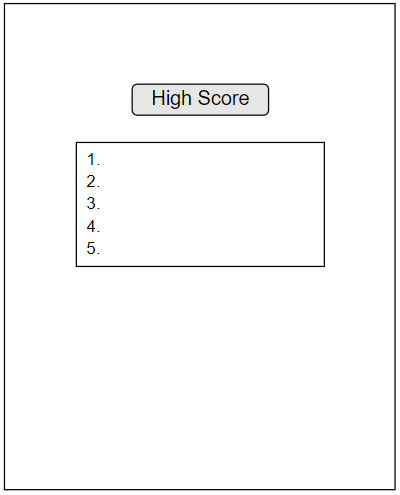
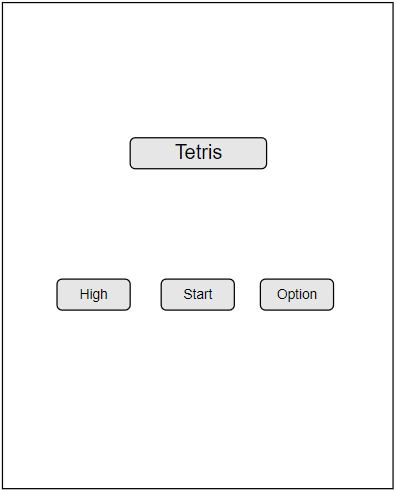
Wireframe: email:[ssapkota20@my.whitworth.edu](mailto:ssapkota20@my.whitworth.edu) password: WindowsApp

db4free.net: Database Name: tetrisgame || Username: tetris2020 || Password: tetris2020

**UI Design for main gameplay Option Screen**



**Main Menu High Score Screen**



Breakdown of the views:

1. First Scene: Menu/Opening View (Include modes - *Just change the rate*)

* SubView: HighScores and Options

1. Second Scene: Game View (Board size: 20\*10, Two Column (Gameplay & Score))

* SubView: GameOver.

Files we need to make (Approx)

* Tetris Coordinates
* TetrisNotification
  + InputOutput
* GameContoller
* Objects (Blocks)
* Respective ViewControllers (for the scenes and subViews)

Database

* All Scores (but will select the first 5 greatest scores to show as highscores)

Step by step plan:

1. Rough game scene
2. Input + events-on-input (output in the game view)
3. Create coordinates and associate it with events-on-input
4. Automatic block movement and deletion on proper condition (GameController)
5. Other game scene functions like pause, restart and show next blocks
6. Setup Database with at least score, scoreName, timeStamp. (TimeStamp can be the primary key)
7. Make ViewControllers for the respective views in home scene(Menu, options and highscore)