

## **Final Project Proposal**

### **Tetris**

Our project will implement Tetris in Processing. It will allow a player to create a game and play in either one player (user plays until blocks reach ceiling) or two player mode (user plays against the computer until either player's blocks reach ceiling).

#### **Setup**

- 700x700 screen
- Player is prompted to choose either One Player or Two Player Mode
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#### **Properties of Tetris Pieces**

- Velocity attribute; increases with each level
- Type of block
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#### **Tetris Piece Functions**

- Rotate (change orientation of piece) with up/down arrows
- Move (move left and right) with left/right arrows
- Drop with spacebar
- Temporarily store/hold piece with H key
  - Player is not allowed to store the same piece again

#### **Properties common to both One Player and Two Player Mode**

- Level attribute; increases with each 5 cleared lines
- Score attribute;
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- Random pieces generated at center top
- Player Name stored with Score on leaderboard after game ends

#### **Unique to One Player Mode**

#### **Unique to Two Player Mode**

- Computer AI—possibility of easy, medium, and hard