**TETRIS GAME DESIGN CHOICES**

**Mock-ups**

**A picture containing text, whiteboard

Description automatically generated**

**Wish List**

**Main Scene**

* Play button [2]

**Game Scene**

* User-controlled keys [1]
* Bricks [1]
* Alignment [1]
* Life display [2]
* Score display [2]
* Sound effects [3]

**Help Scene**

* Help text (Put it in README file – simple version) [1]

**Win Scene**

* Announcement [2]
* Smiley face animation [3]

**Lose Scene**

* Announcement [2]
* Sad face animation [3]
* Restart button [2]

**Keys:**

[1]\_\_\_\_\_\_High priority

[2]\_\_\_\_\_\_Middle priority

[3]\_\_\_\_\_\_Low priority

**Classes**

main

constants

game.casting

* actor
* animation
* alignment
* brick
* cast
* color
* image
* label
* point
* collapse
* shapes
* sound
* stats
* text
* tetrominoe

game.director

* director
* scene manager

game.scripting

* action\_callback
* action
* change\_scene\_action
* check\_over\_action
* collide\_borders\_action
* collide\_brick\_action
* collide\_rackect\_action
* control\_racket\_action
* draw\_tetris
* draw\_dialog\_action
* draw\_hud\_action
* draw\_rackect\_action
* end\_drawing\_action
* initialise\_device\_action
* load\_assets\_action
* move\_tetris\_action
* release\_device\_action
* script
* time\_change\_scene\_action
* unload\_assets\_action

game.services

* audio\_service
* keyboard\_service
* mouse\_service
* video\_service

game.services.raylib

* raylib\_audio\_service
* raylib\_keyboard\_service
* raylib\_mouse\_service
* raylib\_video\_service