Scenic Tetris - Report

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The reason we decided to create scenic tetris is because tetris is often a competitive game, relying on speed and mechanics to score well. We wanted an easy and relaxing tetris game to play, without the stress of competition. Thus, we decided to create 3d tetris, with some nice scenery in the background to calm people down.

The game functions basically like Tetris. If you don't know how Tetris works, the idea is that pieces fall down until they hit something, and your goal is to fill up horizontal lines, which "clears" the line. This removes it. If you don't clear lines, eventually the pieces will reach the top of the board, and you will lose.

For controls, they should be listed at the bottom. Left arrow, right arrow, and down arrow keys move the pieces. Space drops the piece instantly. Q will hold a piece. You can hold one piece at a time, which means you can store it for later. The next time you hold a piece, the previously held piece will replace your current piece. To rotate a piece, use the up arrow key, or w. Pressing r will restart the game (if you lose, or if you just want to start a fresh game).

Right now, there isn't anything like a scoring system or points. The goal is just to try to not lose, while hopefully enjoying the scenery going on in the background. We don't want players to worry about how well they do, since the point of the project is to have a relaxing experience placing blocks and clearing lines, without having to worry about beating a score.

Some features in the background include bump mapping on the tree leaves, night/day system, moving clouds and stars, and randomly generated terrain. Some features in the game include a complex rotation system, allowing things like t-spins and spinning other pieces, line clear effects, piece previews (seeing where the piece lands), piece holding, and a game over screen.

To run the program, use python server.py. And go to the localhost website.