

# CS 5890 – Project #2

## Tetris Tribute

### Introduction

The purpose of this assignment is to get your feet wet with some basic game development techniques; you will be writing a simple Tetris-like game. This assignment will help your team learn each other's skill set, how to break a program into components that each team member can independently work on and how to work together as a team.

### Assignment

Write a Tetris game based upon the information at the following web pages:

<http://en.wikipedia.org/wiki/Tetris>

<http://www.tetrisconcept.com>

The following are the required game elements:

- Must substantially implement the Tetris game play, including all seven shapes, user ability to rotate, translate and etc the game pieces. Use the Original Nintendo scoring system (item #9 on the wiki page). Use the “Chain Reaction” version of gravity, as presented on the wiki page. Game difficulty is increased by increasing the speed at which blocks fall.
- Presentation
  - Menu: New Game, High Scores, Credits, Quit
  - During Game Play
    - Current Score
    - Current Level
    - # of lines eliminated
    - Preview of next shape
- Graphics Component: High level interface to manage the game and user interface elements. e.g. DrawShape versus the game code making native OpenGL/XNA calls to draw the game objects.
- AI Component: Attract Mode.

### NOTES:

- **Due: Monday, February 2<sup>nd</sup>**
- Please refer to the Project Technical Requirements document for additional details.
- When finished submit a complete project (no executables) in a .zip through Blackboard.