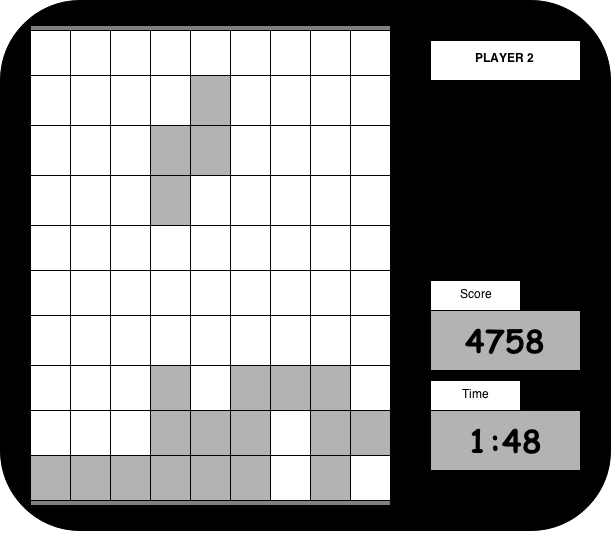
Detailed Game Specification:  
Tetris

Course: COMP 2659, Winter 2015  
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# [*This is an example template. Add, remove or modify sections as appropriate for your game. Or, ignore it and build your own document from scratch. Remove this and all other comments prior to submission.*]

# 1. General Game Overview

A one or two player game where the player turns various shaped blocks which constantly drop from the top of the play area, fall at a given pace (based on difficulty level), and then lock in to place when they hit the bottom of the play area, or make contact with another block already in position. The user can eliminate blocks if they can make them be continuously adjacent from the left side to the right, all on a single level. Points are awarded for blocks dropped, and for block elimination. The two player version would be a sequential game where one player would go first, then the other would go second. The scores would then be compared between the two.

2. <todo> Game Play Details for Core 1-Player Version

<todo> [Second sample screenshot goes somewhere in section 2. Include additional screen shots and diagrams throughout section 2 as necessary.]

## Objectives and Rules

<todo> [Description of game start state goes here.]

<todo> [Description of game rules goes here. Include scoring/winning/losing conditions as applicable.]

## Objects

<todo>

|  |  |  |  |
| --- | --- | --- | --- |
| Object or Object Type Name | Properties | Behaviours | Graphical Image |
| [E.g. ship] | * [E.g. position (integer pair)] * [E.g. speed (integer) * ? | * [E.g. teleport] | [Small image.] |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

[Note: for some games, it may not be appropriate or realistic to include images for all object types. However, this is recommended if possible. Simple bitmap-style images (e.g. 8×8, 4×4, 16×16, etc.) are best for many game types. There are free tools to help you construct such images.]

[Note: for some games a particular object may have >1 associated image, depending on its current state (e.g. Mario walking left vs. Mario walking right).]

## Physics

[Description of game world’s physical laws goes here if applicable, e.g. regarding gravity, object velocity/acceleration/momentum, collision detection, rebounding, etc.]

## Asynchronous (Input) Events

[Note: keyboard input is required of all games. Additional mouse input is optional for core game play.]

|  |  |  |
| --- | --- | --- |
| Event Name | Triggering Input Event | Description |
| [E.g. “teleport request”] | [E.g. ‘T’ key is depressed] | […]  [Note: the description should include a summary of the effect on the relevant objects and their properties.] |
|  |  |  |
|  |  |  |
|  |  |  |

## Synchronous (Timed) Events

[Note: on the Atari ST, one easy option will be to make use of a 70 Hz timer (i.e. 70 ticks per second). So, it may be easiest to base timed events on multiples of 1/70th of a second.]

[Note: the trigger for a synchronous event is typically based on a clock. But, some synchronous events are also triggered by the occurrence of other synchronous events. E.g. a ship may move forward 1 pixel every 1/10th of a second, but it might as a result collide with an obstacle – these are two distinct events, one triggered directly by clock ticks and the other conditionally triggered by the original movement.]

|  |  |  |
| --- | --- | --- |
| Event Name | Trigger Timing | Description |
| [E.g. ship moves] | [E.g. every 1/10th of a second.] | [E.g. ship moves forward *speed* pixels (where *speed* is a property of the ship object)] |
|  |  |  |
|  |  |  |
|  |  |  |

## Condition-Based (Cascaded) Events

[Note: some events may trigger other events, conditionally. This is called event “cascading”. The triggering event(s) may themselves be asynchronous, synchronous, or other condition-based events.]

|  |  |  |
| --- | --- | --- |
| Event Name | Triggering Condition | Description |
| [E.g. ship collides] | [E.g. ship has moved and ship bounding box intersects with obstacle bounding box] | […] |
|  |  |  |
|  |  |  |
|  |  |  |

## Hypothetical Gaming Session

[Narration of typical example session goes here.]

# 3. Game Play Details for Core 2-Player Version

[A detailed description of the core 2-player version goes here. Include a description of all differences between this and the core 1-player version (e.g. rule and game-play modifications, differences in graphics, etc.]

[2-player sample screenshot goes here.]

# 4. Sound Effects

|  |  |  |
| --- | --- | --- |
| Sound Effect Name | Brief Description | Event which Triggers Playback |
| [E.g. ship explosion] | [E.g. white noise with a fast attack and slow decay] | [E.g. ship collides] |
|  |  |  |
|  |  |  |
|  |  |  |

[Optional: brief description of background music. Music will be required by assignment 3.]

# 5. Additional Features (Time Permitting)

[Add descriptions here.]