**Project Proposal**

Our project falls under animation applications or games. We are planning on creating a Tetris based game in which the user is able to place different shapes into empty spaces through user input. It is intended to be an enjoyable entertainment experience with a pleasant and smooth user experience.

A user will be welcomed with an opening screen where they will have the option of choosing one of several levels to play. Then, once the game begins, the user can prompt the game using arrow keys to rotate and move the blocks given by the system. Each level will have increased difficulty as the time goes on. There will be a point-based system to pass each level. The game will be scored on how many lines a player has cleared. If the blocks collide, then the block that was initially moving will stop and remain in that position until an entire row that it is in is full of blocks, in which case that whole row will be eliminated. When a line of blocks is cleared, all the lines of blocks above it will go down by the number of lines cleared. There are different ways a player can lose the game. The first one is when the screen is completely filled in with blocks in which the current block is unable to move. Secondly, when a player is unable to reach a certain amount of points within the allotted time. A player may choose to quit or restart the game anytime, by pressing ‘p’.

Each type of blocks will have different colours to add vibrance to the game and better differentiate each type of block. The graphical user interface will have a minimalistic design that utilizes clean graphics and simple shapes so it has an aesthetically pleasing look.