**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. As time progresses, the game’s pace will go faster and faster, in which the number of blocks that will show up will gradually increase. There will be a point-based system to pass each level. The game will be scored on how many lines a player has cleared. When a player is consecutively clearing lines, a score multiplier will be achieved. However once the streak ends, the score multiplier will disappear. 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. When playing, the player has an option to hold a block by pressing the shift button. Once the shift button is pressed, the current block will be put on hold, and the next block will replace it. The player may use the block that is on hold by pressing shift once again. 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, as there will be a settings button.

We are also planning to include sounds and music while someone is playing the game. There will be a corresponding sound whenever a button is pressed or when a line(s) of blocks is/are cleared. Moreover, 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.