**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 through certain keys on their keyboard, such as the letters a,s,d,w and e to do a number of different actions, such as moving a block left, right, up, down and to rotate left or right. 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 view an opening title screen with options, such as that to start the game .Once the game begins, the user can prompt the game using arrow keys to rotate and move the blocks given by the system. 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 fall down by the number of lines cleared, to the position of the bottom-most cleared line. 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 the spacebar.

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.