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Games Report 1

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Our team decided to make an “Evil” Tetris game. The codebase was a challenge to work with at first. Even so, our team was able to implement changes with minimal issues. Spencer and Zach developed the ideas that we ended up using in our game, along with play testing in order to find bugs. Samuel made the first change to the game which was to make two blocks fall at a time instead of one. This forces the player to divide their attention between either block, increasing the difficulty significantly. Jacob then added in random speed increases when a block gets rotated. The speed increase encourages players to compare the risk of rotating a block and getting it better positioned, or not rotating it and having a more predictable outcome. Finally, Jacob also added in reversed controls randomly when blocks land. The reversed controls require players to constantly be paying attention, otherwise they could make poor block placements. Our game also included an original remix of the Tetris theme, courtesy of one of Jacob’s friends. We would like for the theme to be considered for extra credit because it improves the atmosphere of the game along with being specifically made for the project. We also believe the two independently dropping blocks could deserve extra credit. Adding in a second block doubled most of our work, on top of being an interesting and impactful feature.