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Project Plan 0 (**2 Week Goals Underlined**)

- Puzzle game
- Single Player with possibility of adding multiplayer later
- Inspired by Tetris and Lumines
- **Colored blocks will fall in a Grid similar to Tetris**
- **Blocks will stack on top of each other**
- Grid is 6 blocks wide by 24 blocks tall
- Blocks need to be clicked(PC) or tapped(touchscreen) in a particular order to clear them
- They should also have symbols in case player is colorblind
- **Game ends when the blocks stack past the limit at the top of the screen**
- The order for which block to pick will change periodically
- There will be special blocks which will clear an entire line of the grid either vertically or horizontally
- Some blocks will do something negative such as spawn a row of blocks to the bottom of a particular color
- More block types can be added in future releases for more variety
- The blocks will spawn from the top and fall down to the bottom
- They should all snap to the grid and stick together when they collide
- Background color and music might change periodically
- Game gets faster over time, increased spawning of blocks the longer the player lasts
- There is a score counter and bonus points for clearing the screen
- The game might be developed as a 2.5D game with 3D blocks but locked in a 2D perspective.
- Visual effects, Music and UI design are important
- Potentially Different UI depending on the platform
- There should be a menu to display High-Scores
- There should be a guide to explain the different block types