



# Tetris

# Duke TIP 2019

Alvin & Steven

## Project Introduction

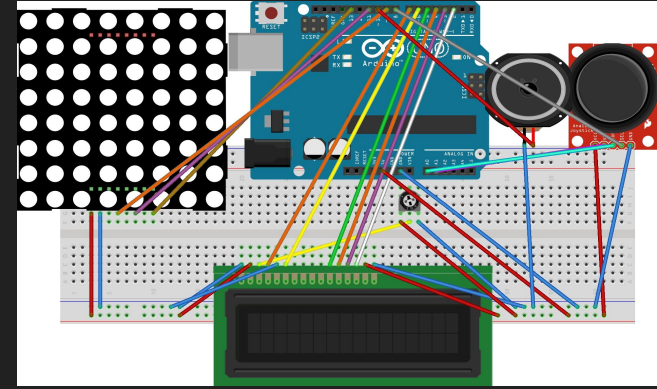
We want to create a project that is both interactive and challenging. We also utilized 2 unexplored components, the LED matrix and joystick. Tetris was perfect as it seems tangible yet still challenging.

Roles

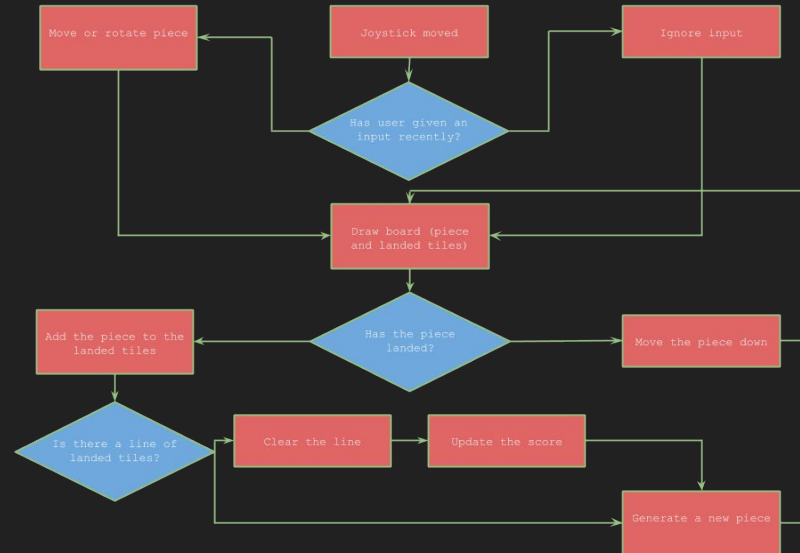
Alvin: Hardware

Steven: Software

## Hardware Architecture



## Software Architecture



## Project Requirements

1. Plays a full game of Tetris on an 8x8 board
2. Uses a joystick for controls
3. Plays at least 1 fps
4. Have a LCD to display scores

## Issues and Risks:

- The logic for landing and rotating
- Using the joystick
- scoring logic