

Clicker Tetris

Design specs for the full stack game developer test.

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Game Design Specs

General

- iPhone 15 resolution, portrait mode
- 5 Tetrominoes

Controls

- Move left - moves the piece to the left by one unit/square,
- Move right - moves the piece to the right by one unit/square
- Move down - accelerates the fall speed of the piece by x percent
- Rotate Left - rotates the piece counterclockwise
- Rotate Right - rotates the piece clockwise

Features

Difficulty Level

- At every 10 cleared lines the “game level” goes up by 1,
 - At every “level up” the default fall speed of the tertominoes is increased by x percent.
- Current level counter is always displayed on the screen.

Clicker Booster

- When charged, the clicker booster allows the player to tap on one resting piece already on the screen and destroy it.
 - Any adjacent pieces of the same color as the one tapped/clicked on, are also destroyed,
- Each time the game “levels up” the booster is charged with one additional charge, up to maximum 10 charges,
- Each time the booster is used, it consumes one charge from the current number of charges.
- Current booster icon and charge level are always displayed on screen.

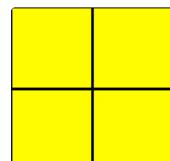
Production Value

- Tetrominoes are affected by gravity when landing.
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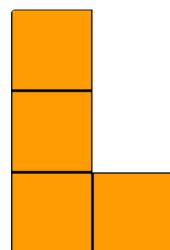
Files



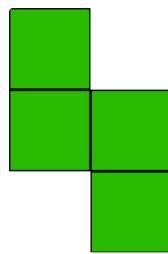
Line/Red



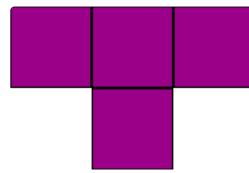
Square/Yellow



L/Orange



S/Green



T/Purple

- Archive with all tetrominoes in png and svg formats:

[Tetrominoes.zip](#)

Game Engine

- Create the prototype in any of the engines listed below:
 - [Phaser - A fast, fun and free open source HTML5 game framework](#)
 - [Defold - Official Homepage - Cross platform game engine](#)
 - [Cocos2d-x - World's #1 Open-Source Game Development Platform](#)
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