

Tetris BOOM

Tetris BOOM is a modern and enhanced interpretation of the classic Tetris experience. This project reimagines traditional gameplay by introducing new mechanics, visual customization options, and player-focused features that elevate the timeless puzzle game.

Problem

- Classic Tetris has become predictable.
- Gameplay has not evolved significantly over the years.
- It struggles to compete with modern, fast-paced puzzle games.

Solution

By combining traditional Tetris mechanics with elements from highly engaging games like **Block Blast**, we introduce a fresh and dynamic twist.

This creates a more interactive, strategic, and polished experience for players.

Denver Hogan

Sprint 1

- **Week One:** Clean the base Tetris game (LOC: 808)
- **Week Two:** Implement drag functionality (LOC: 332)
- **Week Three:** Implement drop functionality (LOC: 607)
- **Week Four:** Define rules for drag-and-drop mechanics (LOC: 398)
- **Week Five:** Clean and refactor

Sprint 2

- **Week One:** Debug drag-and-drop features (LOC: 33)
- **Week Two:** Generate build files (LOC: 69)
- **Week Three:** Sound implementation (LOC: 404)
- **Week Four:** Sound improvements and create test suite (LOC: 1185)
- **Week Five:** Add bombs and update menu system (LOC: 181)

Slips and Spills

Q/A

Cley Shelton

Sprint 1

- **Week One:** High score implementation (LOC: 153)
- **Week Two:** Implement drag functionality (LOC: 607)
- **Week Three:** UI themes / dark mode
- **Week Four:** Game rules for drag-and-drop mechanics (LOC: 398)
- **Week Five:** Clean and refactor; leaderboards with stored profiles

Sprint 2

- **Week One:** Debug drag-and-drop features (LOC: 33)
- **Week Two:** UI theme / dark mode refinements (LOC: 187)
- **Week Three:** Leaderboards (LOC: 111)
- **Week Four:** Generate rotated blocks
- **Week Five:** Clean and refactor

Slips and Spills

Q/A

Resources

All project documentation is available in the **Docs** directory on GitHub.

You can also try the game yourself, and if you are interested in contributing, feel free to fork and expand the project.

- **GitHub.io:** https://pjgneck.github.io/ASE_420_Team_Tetris_Project/
- **Docs:** https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/Docs

Testing

- **Test Count:** 65 tests passed
- All testing documentation is stored in the **tests** directory to maintain organization.

Test Docs:

https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/tests

Documentation

All documentation is available on GitHub and the GitHub Pages (IO) site.

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- **Docs:** https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/Docs

Reflection

Project Slips and Spills

- Life / Work / School
- Backlog
- Repository Issues

Links

- **GitHub.io:** https://pjgneck.github.io/ASE_420_Team_Tetris_Project/
- **Code:** https://github.com/pjgneck/ASE_420_Team_Tetris_Project
- **Demo:**
https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/tetris_boom
- **Tests:** https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/tests
- **Docs:** https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/Docs