

# 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/](https://pjgneck.github.io/ASE_420_Team_Tetris_Project/)
- **Docs:** [https://github.com/pjgneck/ASE\\_420\\_Team\\_Tetris\\_Project/tree/main/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](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.

- **GitHub.io:** [https://pjgneck.github.io/ASE\\_420\\_Team\\_Tetris\\_Project/](https://pjgneck.github.io/ASE_420_Team_Tetris_Project/)
- **Docs:** [https://github.com/pjgneck/ASE\\_420\\_Team\\_Tetris\\_Project/tree/main/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/](https://pjgneck.github.io/ASE_420_Team_Tetris_Project/)
- Code: [https://github.com/pjgneck/ASE\\_420\\_Team\\_Tetris\\_Project](https://github.com/pjgneck/ASE_420_Team_Tetris_Project)
- Demo:  
[https://github.com/pjgneck/ASE\\_420\\_Team\\_Tetris\\_Project/tree/main/tetris\\_boom](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](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](https://github.com/pjgneck/ASE_420_Team_Tetris_Project/tree/main/Docs)