

# PROJECT TETRIS

HARDWARE | SOFTWARE | DESIGN

## ABSTRACT

Our project aims to create a physical, large scale Tetris game, with the same functions as a digital handheld Tetris game. We hope that users of all ages will be able to relive their childhood through a more immersive experience, with enhanced sound and light effects.

### AUDIO SPEAKER

- To play relevant audios

### CURRENT SCORE

- Stored as a variable in temporary memory

### HIGH SCORE

- Stores as a variable in temporary memory
- All game scores in the current online session are recorded

### NEXT TILE

- Tiles are randomly generated
- Next tile is stored in a temporary variable, displayed on the board

### BUTTONS

- To control the movement of randomly generated tile shape
- Fast drop button: To increase the speed of the tile
- Instant drop button: To drop the tile instantly
- Rotate button: control the rotation of the tile
- Start New button: Start a new game