

Design document

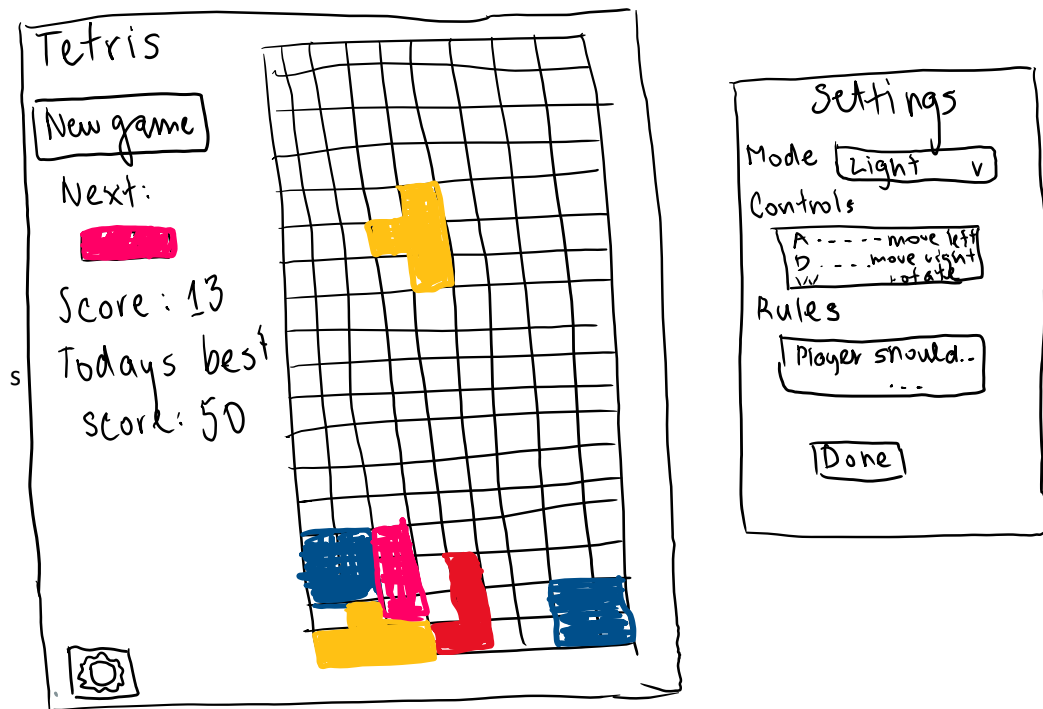
Tetris

- Simple game Tetris made in C# as WPF app
- Technical requirements
 - WPF application of MVVM
 - User control
- Target user
 - anyone who loves classic games and want to abreact
 - 15-25 years old
- Scenario
 - User opens game
 - User clicks button N ew game
 - User plays Tetris and gains score
 - He plays until the game is over (infinity games)



- Alternative scenario
 - User clicks settings button in left corner
 - User could set light or dark mode
 - User reads controls and rules of the game
 - After that he clicks on done and is back in game





- Functional requirements
 - The app allows user to play Tetris
 - The app requires user to control shapes to make higher score
 - The user can open settings and see controls and rules of the game
 - The user can switch from light to dark mode
 - The app shows the best score of the current game session
- Non-functional requirements
 - Moving and rotating must be immediately responsive
 - The app is only for desktop
 - No data stored for longer than current game session lasts