ICS4U Final Project Proposal
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My final project will be loosely based on the classic arcade game, Tetris. It will feature a twist – instead of being controlled by the arrow keys (boring), it will be controlled by a command line-type interface. **I know you think this is a bad idea, but I promise, I'll make it awesome.**

The resolution will be 1024x768. The game grid will take up the left half of the screen, while the console and score display will take up the right half.

I never had fun playing vanilla Tetris marathon. The primary game mode of this will be similar to that of Sprint on the tetrisfriends.com website – the player will have try to clear 40 lines as quickly as possible. However, after this is completed, I may decide to add other game modes – the first one that comes to mind is a marathon mode, that tests how long the user can last before topping out. On top of the Sprint game mode, I will add a tutorial mode with instructions, as the controls will be new.

The columns of the playing grid will be numbered, starting from 1. This will make it easy to quickly change the position of a piece using the live-updating command line. For example, if a piece is falling down starting at column 4, the user would simply have to type "m1" to move their piece to column 1, and press enter to have it drop. If they want to rotate their piece, they can type "rr" to rotate right or "rl" to rotate left. If time permits, I'll make it so that users can change the text commands via a .txt settings file.

I also want to add an element of networking to the game. Time permitting, I will use a NodeJS server to implement an online high score list.