

**Team:**

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**Title:**

Tetris

**Description:**

A single player game of Tetris that allows user to set and beat personal high scores based on duration of play and utilizing bonuses.

**Actors:**

Player

**Functionality:**

- Player can:
  - Sign up with username
  - View high score
  - Rotate current piece on board
  - Drop (send down) current piece on board
  - Move current piece across open board space
  - Fit pieces to openings on the board
  - Collapse (destroy) stable pieces on board with a good placement of current piece
  - View the next piece in queue
  - View time duration of a game
  - View the threshold line of which pieces cannot be stacked above
  - Collect bonus features lasting a set duration (by moving the piece over it)
- Board will:
  - Randomly populate open space with bonus features at a set time interval
  - Create next piece in queue for player
  - Store all pieces on the grid for user to see

**Stretch Functionality:**

Provide players a sense of nostalgia.