Walter Hill & Karim Elzanaty

Tetris 1.2

Technical Document

Delivery Platform
Tetris 1.2 will be developed for PC. The game is basically Tetris, but with a leveling system as well as an increasing speed difficulty.
Mobile Risk: Medium

Development Environment
The game will be developed in Visual Studio, using SDL as the graphics back end. SDL is capable of drawing images too the screen in order to fulfill the games requirements.
Platform Risk: Low

Game Mechanics and Systems
Blocks:
> Rotating Blocks: (Difficulty: High)
>> Pressing up or down on the keyboard will rotate the blocks.
>
> Fitting Blocks: (Difficulty: Medium)
>> When the pieces fit together the solid rows disappear.
>
> Moving Blocks: (Difficulty: Medium)
>> Left and right will move the block left or right.

Variable Speed:
> Increasing Speed: (Difficulty: Low)
>> The speed of the pieces falling increases as the level/s go on.

Leveling System:
> Duels: (Difficulty: Medium)
>> Completing levels will increase player level, unlocking cosmetics.

Art Pipeline
All sprites are placed in the assets folder and from there are loaded into the game. They must be named in the data text file in order for the game to recognize them, and where they are.

Design Pipeline
The designer should be able to edit the data file and change variable values of the game without ever touching the game code.

Milestone Updates
Milestone 1
Replaced Allegro 5 with SDL2. Worked to allow midterm to mesh and work with the newly implemented SDL2.