

# Design Doc

## Overview

Tetris 1.2 is basically Tetris but with a leveling system. The player will also have their own personal level which will increase as they complete levels in game. The higher their level, the more sprites they can unlock. The game can be paused and saved during gameplay.

## Gameplay

Tetris 1.2 features falling blocks that will collect at the bottom of the screen, and if they reach the top the game is over. If a horizontal row is filled that row is eliminated. Once a score cap is reached the level will end, and the next will begin but with a faster falling speed of the blocks. The first level's speed can be decided from the main menu. The blocks are rotatable, and will stack in whatever position they fall.

# Tetris 1.2

- Tetris but with Levels!
- Completing levels grants XP to unlock new sprites!

