UCR EE/CS 120B

Custom Project: Tetris Game

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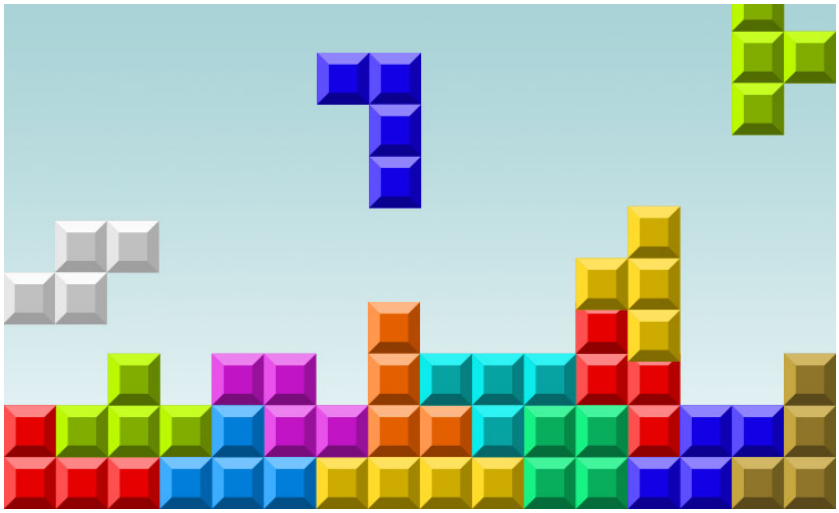
February 10, 2019



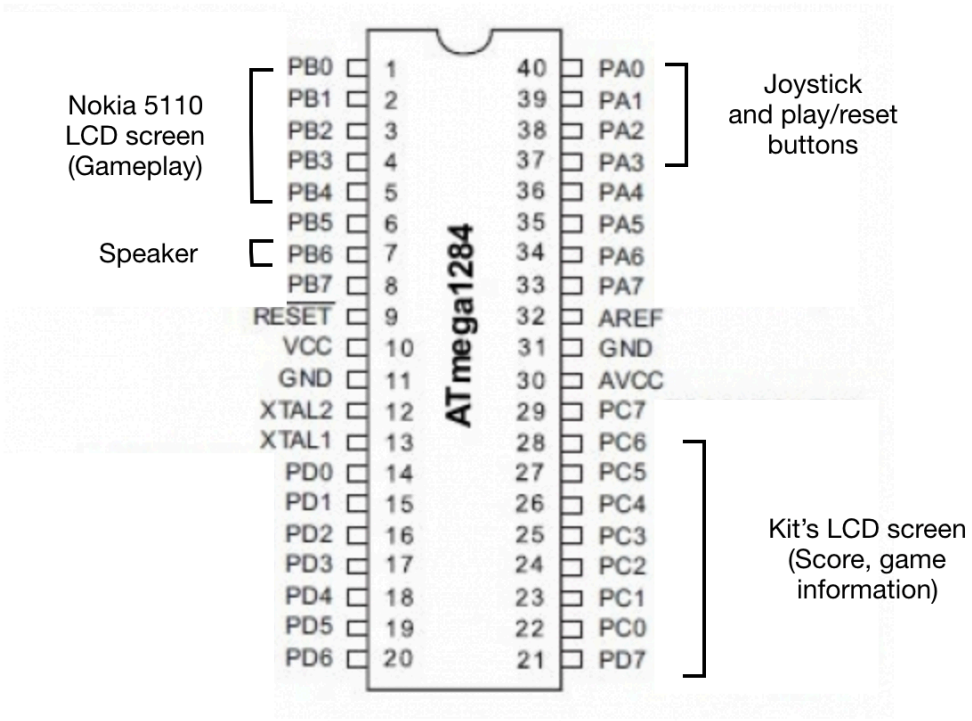
Intruduction: Tetris is a two-dimensional game where players match pieces in an organized way. For this project, pieces will appear at the top of the screen and move downwards towards the bottom. During this time, players can change the position and orientation of the pieces by using a joystick and pressing a button. Pressing the the down direction of the joystick speeds up the movement of the piece. Points are earned each time the player completes one or more lines across the screen. Players loose the game if they reach the top of the screen. A second screen is used to display scores and game information. The game can be reseted at anytime by pressing a button.

Components

Inputs:
- Play and reset buttons
- Thumb Joystick

Outputs:
- Nokia 5110 LCD screen— For Tetris game.

- Kit's LCD — For scores.
- Sound Buzzer —For sound feedback.



Complexities/Build-upons

- Nokia 5110 LCD Screen
- Thumb Joystick
- Game Logic and functionality.

PLANB: The game can be modified to be a memory game. The display shows a pattern of symbols during a short period of time. Then, the user enters the sequence of buttons presses and arrows—with the use of the joystick, that represent the previous displayed symbols. If user enters the correct sequence, the user ascends the level of difficulty. Each level reduces the time sequences are show in the screen.