

CAPSTONE PROJECT 1
Planning Document

**Evaluation of Nature-inspired Optimisation
Algorithms in Solving Versus Tetris**

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Abstract

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1 Introduction

Tetris is a popular video game created in 1984 by computer programmer Alexey Pajitnov [1]. It is a puzzle game that requires players to strategically place sequences of pieces known as "Tetriminos" into a rectangular Matrix. In the classic game, players attempt to clear as many lines as possible by completing horizontal rows of blocks without empty space, but if the Tetriminos surpass the top of the Matrix, the game is over.

1.1 Motivation

1.2 Problem Statement

1.3 Aim

1.4 Objectives

1.5 Project Scope

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5 References

- [1] Tetris Inc., *About Tetris*, <https://tetris.com/about-us>, [accessed Apr. 22, 2024].