

CP411 Final Project Proposal

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2D Tetris Game

Description: The goal of this project is to create a 2D Tetris game which has four different shapes.

Those shapes are “O” shape, “T” shape, “L” shape, and “I” shape.

Design and implementation plan:

Feature 1: The Tetris game background is a 2D big cube.

Feature 2: Generate the shapes in random.

Feature 3: Generate the colors in random.

Feature 4: Game will over when the one full line is completed.

Feature 5: Rotate view is used to rotate the big cube and all the shapes.

Feature 5: Hardest game ever, you never beat the game, the game will finally beat you.

Schedule: Follow the CP411 project timeline

Step by step:

Step 1: Create a large cube as background.

Step 2: Create all kinds of 4 small shapes and make sure they can be rotated.

Step 3: Work on random generate small shapes and generate colors for small shapes.

Step 5: Make the game work.

Step 6: Done before Dec 2nd.

References and Tools: OpenGL C++.