

## CAP3032 Final Project Design documentation

### 1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?

Players would face challenges such as fitting geometric shapes (tetrominoes) together to complete lines and prevent the playing field from filling up.

### 2. What is the victory condition for the game? What is the player trying to achieve?

The victory condition is not explicitly defined in the traditional sense of many games. Instead, the goal of the player is to achieve the highest score possible by completing lines and preventing the stack of falling tetrominoes from reaching the top of the playfield.

### 3. What is the player's interaction model (mouse/keyboard)?

Tetris is primarily played using a keyboard. The player uses the arrow keys on the keyboard to move the falling tetrominoes left, right, or downwards. Additionally, the player can use top arrow keys to rotate the tetrominoes and use bottom arrow keys to skip the falling time. Using a mouse to control the blocks is also an option. There are buttons on the game page where the user can click to rotate, move, and rotate blocks.

### 4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?

At the main page the user can choose from 3 difficulty levels to play, with level 1 being easiest and level 3 being hardest. In level 1, the tetrominoes fall slowly; In level 2, the tetrominoes fall with normal speed; In level 3, the tetrominoes fall fast. Once players have chosen the level, they can play the game by using the keyboard. In each level, players are trying to form complete horizontal lines devoid of any spaces by using keyboards to manipulate tetrominoes.

### 5. Does the game have a narrative or story as it goes along? If so, summarize the Plot.

No, the game does not have any narratives embedded.

### 6. Why would anyone want to play this game? What sort of people would be attracted to this game?

For many players, Tetris holds nostalgic value. It's a classic game that has been enjoyed by generations since its release in the 1980s. People who grew up playing Tetris may continue to find enjoyment in revisiting the game. Also, people may want to play this game when they have some time at workspace/school to spare but need to pretend they are focused on their computer screens.

