# Tetris

**Game Summary:**

Tetris is an action puzzle based on fitting together tetrominoes, puzzle shapes made of four squares. As a shape falls down the playing field, the player moves and rotates it to fit the blocks already at the bottom without leaving spaces. Blocks stack up as they land, but if they fit together perfectly to complete a row, the row disappears. When the blocks stack all the way to the top, the game is over.

**Core Mechanics:**

- A random shape falls down screen and player can move or rotate it left or right
- If shapes fit together and leave no spaces in a row, the row disappears
- If shapes don't fit together, they stack up until they reach the top
- Pieces fall faster as the game proceeds

**Gameplay:**

The player has cleverly stacked shapes so as to leave an empty column down the edge of the screen. When an "I" tetromino appears, the player rotates it to be vertical and completes four rows at once, giving them more space to move their shapes and staving off defeat a bit longer.

**Music:**

The music will be an electronic arrangement of Tchaikovksy's "Dance of the Sugarplum Fairies".

**Art Style:** The art style will be extremely minimal. The tetrominoes will each be a different color, made up of squares with a simple bevel. The color palette will be muted, with a black background and pastel shapes.
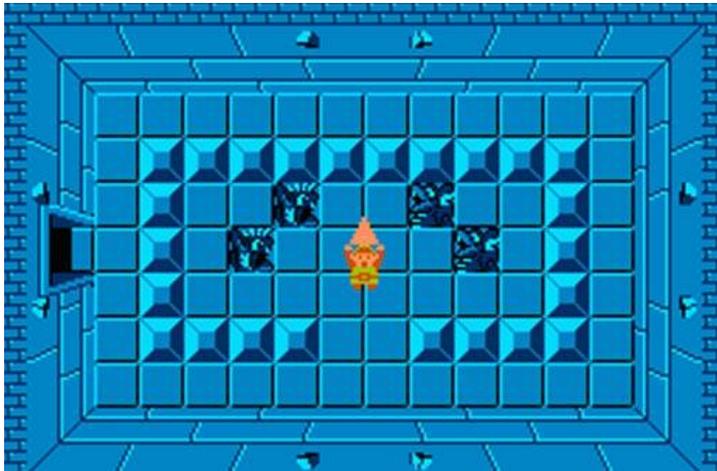


Image credits: Nintendo (*Zelda*), Atari (*Marble Madness*)
*Tetris* game concept credit: Nintendo, Alexey Pajitnov