

Abstract:

For our project, we will be implementing Spectris, our own version of the quintessential video game Tetris. Besides the typical rules of Tetris, our game features a new twist: The blocks overlap depending on their colors. For example, a red block could be placed in the same location as a blue block, and those overlapped squares would turn magenta. Then, a green block could make those magenta blocks white, but blue and red blocks would collide with them. This makes for a new visual aspect and a new gameplay challenge. Besides the core Tetris gameplay, unique gameplay twist, and visuals, three other baseline features are sounds/music, high scores, and a color-blind mode.

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