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Spectris Checklist

Commitments

o Basic Tetris gameplay: Player can play the game of Tetris using buttons. Losing the game is possible. The player earns a score.
o Spectris game mechanic: Colors affect the collision of Tetris blocks.
o VGA output: Displays the game responsively and accurately.
o Mono audio bgm and sfx: Generates music and sound effects for the game.
o Glove controller: Camera + Glove can provide game inputs, as an alternative to the buttons.

Goals

o Next block indicator: A window showing which block(s) are next.
o Hold block feature: Player can swap the current falling block with a block in storage.
o "Danger" audio effect: Audio speeds up when the player is closer to failing (the wall of blocks is high).
o Color-blind mode: Option to provide more visual cues than colors for the color-based mechanic.

Stretch Goals

o High scores: Save
o Difficulty modes: Changing which color blocks spawn will alter the difficulty of the game. Also, the difficulty can increase the longer the player survives.
o Game controller: A typical game controller that provides better button inputs than the Nexys 4 buttons.
o Full game menu: A complete menu for going to settings, high scores, or game modes.
o Game recording and playback: Game saves state or sequence of player inputs so that games can be played back later.