

**Statement of Work**

Our game Tetromino Tussle is a revamp of Tetris that has been modified to make it more competitive and engaging. Two members of our team worked on developing the code for player 1 and player 2 while the third member worked on making the game visually pleasing and easy to navigate.

**Collin McDowell-**

Collin mainly focused on writing the code for player 1, creating tetromino prefabs, and creating the playing field . Collin also was responsible for the overall organization of the project by keeping track of deadlines and assigning tasks to team members.

**Jack Crowley-**

Jack's main responsibility was writing the code for player 2 and implementing the automatic drop to make the game more similar to the original Tetris. Jack also focused on much of the project documentation.

**Caelan Wong-**

Caelan concentrated mostly on the user interface aspects of the game by creating both the victory screens, the title screen, and by implementing a pause feature that allows the user to interact more easily with the game.