

- ~~1. Create tetrominoes~~
- ~~2. Movement (up and down)~~
3. Automatic drop
- ~~4. Quick drop (with keypress)~~
- ~~5. Rotation~~
6. Preventing illegal rotations
- ~~7. Collision with walls and floor~~
- ~~8. Spawning random tetrominoes~~
- ~~9. Collision with blocks already placed~~
- ~~10. Clearing columns~~
- ~~11. Moving blocks after columns are cleared~~
12. Game loss when hitting the side of the screen
13. Add player 2
14. Moving blocks toward the opponent after getting a Tetris
15. Loss screens
16. Replay button
17. Title screen?
18. Music?
19. Sound Effects?
20. Stretch goal: Store blocks
21. Stretch goal: Show the next block