

- ~~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. Drops speed up over time
14. Add player 2
15. Moving blocks toward the opponent after getting a Tetris
16. Loss screens
17. Replay button
18. Pause
- ~~19. Title screen~~
20. Music?
21. Sound Effects?
22. Stretch goal: Store blocks
23. Stretch goal: Show the next block