

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