# Statement of Work

Our game Tetromino Tussle is a unique competitive variation 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, assigning tasks to team members, and testing new commits.

# 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.

**Team Roles:**

**Project Lead:** Colin McDowell

**Specification Lead:** Colin McDowell

**Interface Lead:** Caelan Wong

**Technical Lead:** Shared responsibilities. Each team member was responsible for the technical aspects of the parts of the game they created.

**Documentation Lead:** Jack Crowley