Team A Tetris project

Team Lead: Colevy Collins

Team Members: Ben Molloy, Trung Cao, Munene Gatobu

Project Progress – Overview

- Project Burndown: 3 out of 18 (16%) tasks complete. 0 out of 30 (0%) tests complete

Project Progress – Team Members and Leader

- Trung: 1 out of 10 tasks complete. 0 out of 9 tests complete
- Ben: 1 out of 7 tasks complete. 0 out of 9 tests complete
- Munene: 1 out of 7 tasks complete. 0 out of 9 tests complete
- Colevy Collins: 0 out of 3 tasks complete. 0 out of 3 tests complete

Project Features – Munene Gatobu

- Speed modifier - So that users can adjust the difficulty of the game
- Themed Tetris block colors - So that users can have a more aesthetically pleasing experience
- Dark Mode - So that users can make the game less straining on the eyes

Project Features – Ben Molloy

- Start menu - So that users can control the settings of the game
- End menu - So that users can restart, work with score, and much more
- Pause menu - So that users can pause the game when needed

Project Features – Trung Cao

- High score - So people can gauge their performance.
- Sound Effects - To give the game a better feel with more presence
- Background Music - To aid the user's enjoyment by giving them a catchy toon to listen to while they play