

# Team A Tetris project

Team Lead: Colevy Collins

Team Members: Ben Molloy, Trung Cao, Munene Gatobu

# Project Progress – Overview

- Project Burndown: 12 out of 29 (41%) requirements complete.  
11 out of 39 (28%) tests complete

# Project Progress – Team Members and Leader

- Trung: 5 out of 10 requirements complete. 7 out of 9 tests complete
- Ben: 4 out of 12 requirements complete. 3 out of 9 tests complete
- Munene: 2 out of 7 requirements complete. 1 out of 9 tests complete
- Colevy Collins: 1 out of 3 requirements complete. 0 out of 9 acceptance tests, 0 out of 2 integration tests, 0 out of 1 regression tests.

# Current Milestone - Oct-23 to Nov 15

- Goal: Refine Prototype - Completed 10/27
- Goal: Test Prototype – Completed 10/27
- Goal: Create a design
- Goal: Implement features 1, 2, and 3 (per member)

# Current Milestone Progress Week 2– Munene

- 1 requirements completed
  - Added difficulty modifier to the game

# Current Milestone Progress Week 2 – Ben

- 3 requirements completed
  - Add starting UI to the game with start button
  - Add pause UI with resume button and main menu button
  - Add end UI with quit and main menu button

# Current Milestone Progress Week 2 – Trung

- 4 requirements completed
  - Sound effects for when a block is rotated.
  - Sound effect for when a line is cleared.
  - Background music for the game.
  - Round high score saved.

# Lines of code

- There were a total of 340 lines of code added to the project this week
  - Trung: 102
  - Ben: 207
  - Munene: 33
  - Colevy: 0