

Team A Tetris project

Team Lead: Colevy Collins

Team Members: Ben Molloy, Trung Cao, Munene Gatobu

Project Progress – Overview

- Project Burndown: 18 out of 29 (62%) requirements complete. 13 out of 39 (33%) tests complete

Project Progress – Team Members and Leader

- Trung: 6 out of 10 requirements complete. 7 out of 9 tests complete
- Ben: 7 out of 11 requirements complete. 3 out of 9 tests complete
- Munene: 5 out of 8 requirements complete. 3 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

- Date: 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) - Completed 11/12

Current Milestone Progress Week 2– Munene

- 3 requirements completed
 - Added dark mode
 - Added different color themes/palettes
 - Added difficulty selection on start menu

Current Milestone Progress Week 2 – Ben

- 3 requirements completed
 - Add starting UI controls
 - Add pause UI controls
 - Add end UI controls

Current Milestone Progress Week 2 – Trung

- 1 requirements completed
 - Added high score to the end UI

Lines of code

- There were a total of 384 lines of code added to the project this week
 - Trung: 5
 - Ben: 267
 - Munene: 58
 - Colevy: 54