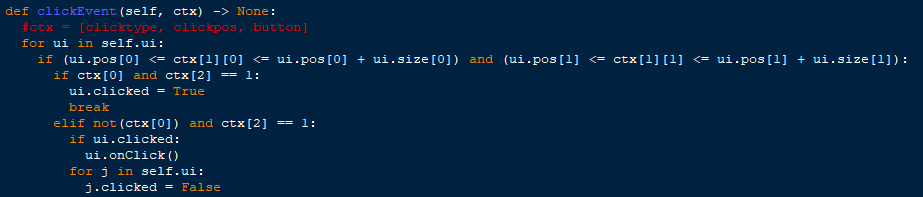
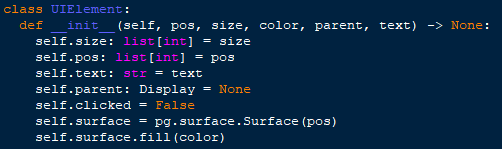
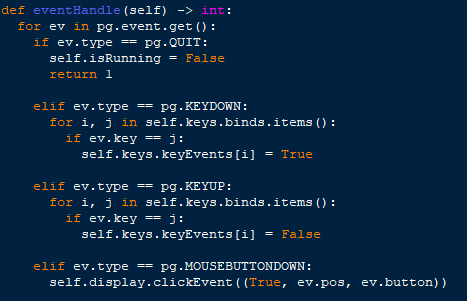


Play button doesn’t work

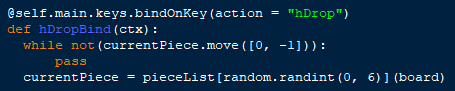




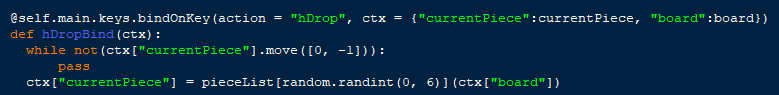
Pos was used instead of size at self.surface



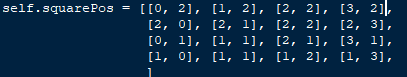
No event handle for mousebuttonup



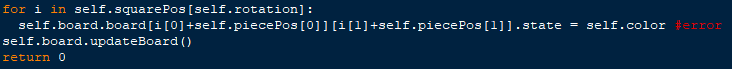
Variables called outside their scope



Mutating a dictionary causes object to not be mutated

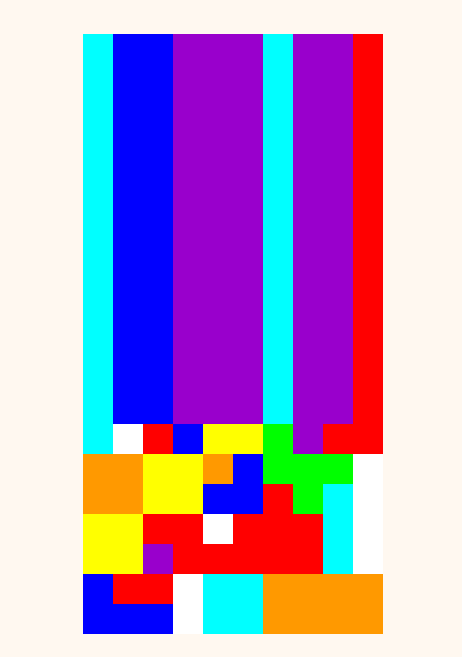


Defined a 2d array and not 3d (this took an hour to fix)!!!!





Loops through columns first instead of rows.

****

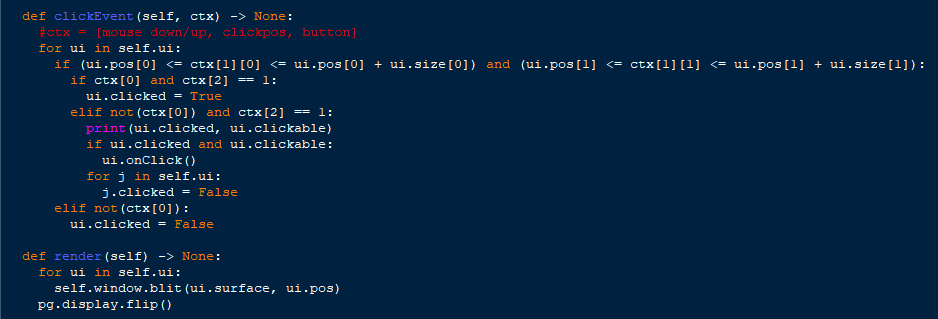
Row gets removed from code whenever the line is cleared. Leads to an interesting error



Correct password doesn’t log in because input wasn’t hashed



Line sometimes doesn’t clear when piece is placed (clear line was not called when piece is dropped automatically)





Login is ran before database is connected.

A computer screen shot of a program

Description automatically generated

A yellow purple and white squares

Description automatically generated

Variable i is redefined in inner loop, this causes the line clear bug.

Also on last line, the program doesn’t exit the for loop. This causes pieces to sometimes float.

A red and yellow squares

Description automatically generated