Created At	Completed At	Name	Assignee	Due Date	Notes	Parent Task
5/1/2016	5/1/2016	FIX BUG	Daniel Vasquez		Next Tetrimino preview locked at O block	
4/26/2016	4/27/2016	Fix git			git rm --cached path_to_project.properties	
4/25/2016	5/1/2016	Implement difficulty scaling	Brooke Bullek		http://gaming.stackexchange.com/questions/13057/tetris-difficulty	
4/27/2016	4/27/2016	Add insta-drop with spacebar	Brooke Bullek			
4/18/2016	4/22/2016	Clean up git issues	Daniel Vasquez		Maven might be useful for managing the library dependencies Update: Maven would probably require restructuring the entire project. Looking into Git Submodules instead	
4/18/2016	4/18/2016	Refactor code to follow MVC design pattern	Brooke Bullek			
4/12/2016	4/12/2016	Implement logic to make a block fall			Manipulate board's data array following a game loop's timing.	
4/12/2016		Move the block down the array				Implement logic to make a block fall
4/12/2016		Implement collision detection as part of falling logic			Board should determine lowest place between block and blocks beneath. This should make implementing collision for the tetrimino easier later on.	Implement logic to make a block fall
4/12/2016		Move the block faster given user input for down motion				Implement logic to make a block fall
4/12/2016	4/18/2016	Implement line detection				
4/12/2016	4/18/2016	Detect an individual line				Implement line detection
4/12/2016	4/18/2016	Determine number of lines cleared at once				Implement line detection
4/12/2016	4/22/2016	Implement line clearing			Given an index for the row of a line, clear the line and move blocks above down one.	
4/12/2016	4/22/2016	Clear a line				Implement line clearing
4/12/2016	4/22/2016	Move lines above that are effected by the clear				Implement line clearing
4/7/2016	4/18/2016	Implement basic game elements			http://tetris.wikia.com/wiki/Tetris_Guideline http://tetris.wikia.com/wiki/SRS	
4/9/2016	4/16/2016	Implement Tetrimino	Daniel Vasquez	4/15/2016		Implement basic game elements
4/9/2016	4/9/2016	Implement Block	Daniel Vasquez	4/9/2016		Implement basic game elements

4/9/2016	4/9/2016	Implement Board	Daniel Vasquez	4/10/2016		Implement basic game elements
4/9/2016	4/9/2016	Implement Scoreboard	Andre Mehrdad Amirsaleh	4/10/2016		Implement basic game elements
4/9/2016	4/17/2016	Prototype Slick2D GUI	Xizhou Li	4/13/2016	We need something to test the other features with visually.	
4/9/2016	4/22/2016	Develop UML diagrams				
4/9/2016	4/22/2016	MVC				Develop UML diagrams
4/9/2016	4/22/2016	Main				Develop UML diagrams
4/9/2016	4/9/2016	UML Use Case				Develop UML diagrams
4/10/2016	4/22/2016	Slick2D related diagram				Develop UML diagrams
4/9/2016	5/1/2016	Develop JUnit tests	Xizhou Li		Develop tests to ensure proper functioning of actions in the game. Test functions like moveActiveTetrimino and rotateActiveTetrimino. Functions that manipulate the position of the active Tetrimino may change so make the test flexible so that we can change it easily.	
4/22/2016		Check that pickTShape removes shapes from the bag and eventually replenishes them.				Develop JUnit tests
4/22/2016	4/30/2016	Implement scoreboard component	Andre Mehrdad Amirsaleh		We need a visual component that communicates the player's score to the player. Takes score data array and displays it.	
4/28/2016	4/28/2016	Make it functional				Implement scoreboard component
4/28/2016		Make it fit in with the rest of the graphical design				Implement scoreboard component
4/10/2016	4/22/2016	[Duplicate] GUI				
4/10/2016	4/22/2016	Main game view			Build a window with gameplay elements for use during actual gameplay	[Duplicate] GUI
4/10/2016		Main menu				[Duplicate] GUI
4/10/2016		Number of players select				Main menu
4/10/2016		Gamemode select				Main menu
4/10/2016		Link to Options Screen				Main menu
4/10/2016		Options menu				[Duplicate] GUI
4/22/2016	4/30/2016	Implement menus	Andre Mehrdad Amirsaleh			

4/22/2016		Initiate a game from a menu				Implement menus
4/22/2016		Game mode select screen (only one option currently)				Implement menus
4/22/2016		High-score screen	Andre Mehrdad Amirsaleh			Implement menus
4/10/2016	4/30/2016	Implement function to process user input				
4/18/2016	4/22/2016	Fix privilege issue with JInput			This turned out to not be a privilege issue. The code was looking for joysticks and did not find them. Naturally the game reported this but we are currently unsure if it is possible to disable the reporting.	Implement function to process user input
4/22/2016	4/30/2016	Add ability to activate Hold feature	Brooke Bullek		I don't like how it says I completed this. Brooke completed this.	Implement function to process user input
4/25/2016	4/30/2016	Implement HighScore board	Andre Mehrdad Amirsaleh			
4/22/2016	4/30/2016	Implement Hold functionality	Daniel Vasquez		Information on the feature can be found here: http://tetris.wikia.com/wiki/Hold_piece	
4/29/2016	4/29/2016	Swap functionality				Implement Hold functionality
4/29/2016	4/30/2016	Reset Tetrimino location on swap				Implement Hold functionality
4/29/2016	4/30/2016	Player should not be able to swap more than once per new Tetrimino				Implement Hold functionality
4/22/2016	4/30/2016	Add game over detection for classic mode	Brooke Bullek		Board should detect when a block has been placed at the top of the board. Should be checked whenever a Tetrimino is placed.	
4/28/2016	4/28/2016	Implement next piece queue	Daniel Vasquez		Have shapes first placed in a nextTetrimino variable before being converted into an activeTetrimino. This allows us to display a preview of what's next.	
4/25/2016	4/30/2016	Implement Sound	Xizhou Li			
4/25/2016		Tetrimino rotate sound				Implement Sound
4/25/2016		Tetrimino horizontal movement sound				Implement Sound
4/25/2016		Place Tetrimino sound				Implement Sound
4/25/2016	4/25/2016	Clear line sound				Implement Sound
4/25/2016	4/25/2016	Music				Implement Sound

4/30/2016	5/1/2016	Display next Tetrimino	Daniel Vasquez		Known issue(?): The offset constant Points in TetriminoContainersComponent appear to be swapped somewhere in logic but I can't figure out where the swapping occurs so I just switched the values I set for the constants.	
5/1/2016	5/1/2016	NextTetriminoComponent				Display next Tetrimino
5/1/2016	5/1/2016	Display next Tetrimino				Display next Tetrimino
5/1/2016	5/1/2016	Indicate that this is the next Tetrimino graphically				Display next Tetrimino
5/1/2016	5/1/2016	Add hold to the NextTetriminoComponent and rename it something more general				Display next Tetrimino
4/30/2016	5/1/2016	Display icons to enter/exit high scores screen	Brooke Bullek			
4/22/2016	4/25/2016	Get graphics	Xizhou Li			
4/22/2016	4/25/2016	Graphical representation of the gameboard(probably a static image)	Xizhou Li			Get graphics
4/22/2016	4/25/2016	Pretty blocks	Xizhou Li			Get graphics
4/5/2016	4/6/2016	Email Brian King with project proposal		4/6/2016		
4/4/2016	4/5/2016	Decide on game idea				