

<PRODUCT BACKLOG> Entries are sorted by the highlighted column (priority number). There is a 1-1 mapping between user stories and product backlog entries, where the ID corresponds to the order in which entries appear in the user stories spreadsheet.

ID	Theme	As a/an	I want to...	so that...	Notes	Priority	Priority #	Status
4	Mechanics	player	control my active Tetrimino	I can rotate and move it to fit where I want in the gameboard		Required	1	Done
6	Mechanics	player	stack Tetriminos on top of one another	I can clear a line when it's full of blocks		Required	2	Done
11	Mechanics	player	get a "Game Over" message when my Tetriminos stack to the top of the screen	I can lose the game and note my final score		Required	3	Done
2	Interface	player	create a new game by clicking a button	I can play Tetris		Required	4	Done
5	Mechanics	player	quickly drop my active Tetrimino to the bottom of the screen	I don't have to wait for it to fall if I'm sure of where I want to place it	Includes soft drop (down arrow key) and hard drop (space)	Important	5	Done
7	Interface	player	view my score as I progress	I can see it updating whenever I earn points	When to add points? : Reference official Tetris rules. # points per soft drop? Hard drop? Line clearing?	Required	5	Done
1	Interface	player	be greeted by a main menu when I launch the game	I can select the option that I want		Important	6	Done
10	Other	player	hear sounds when I break blocks and listen to background music	my experience is enhanced while I play		Important	7	Done
15	Interface	player	click a button to quit the game when I'm on the main menu	I can easily exit the game		Important	8	Done
14	Interface	player	be able to pause my game	I can continue when I've attended to other tasks	Pressing ESC takes the user to the menu which is essentially the same as pausing	Important	9	Done
12	Interface	player	view the next Tetrimino in the lineup	I can plan my moves and strategize better		Important	10	Done
13	Mechanics	player	"hold" my Tetrimino	I can switch it with the next Tetrimino in the lineup		Important	11	Done
9	Mechanics	player	have my game's difficulty increase as I play	the game becomes more challenging and exciting over time	Scales with # of lines cleared	Important	12	Done
8	Interface	player	view the high scores of the best players	I can see how others are doing and try to get my score on the leaderboards	Ideally we'd use an external server/database but for now this is handled by a local file	Time-allowing	13	Done
16	Interface	player	select the game mode I wish to play	I can choose between classic, puzzle, and multiplayer		Time-allowing	14	To-do
17	Other	player	unlock new character sprites in Puzzle mode	I'm rewarded for clearing levels and there's variety to the game		Time-allowing	15	To-do
3	Interface	player	end the current the game	I can begin a new game without being forced to relaunch the game	Losing the current game generates a new game, so this feature is sort of already implemented	Required		To-do