

Date Reported	Reported By	Description	Date Fixed	Fixed By	How?
11/7/2020	Ethan	moveDown does not report correct coordinates	11/7/2020	Ethan	Not really sure but it works now
11/7/2020	QiTao	unlimited piece swaps	11/7/2020	QiTao	added new bool to track
11/7/2020	QiTao	game ends but doesn't show last piece	11/7/2020	Ethan	move updateGraphics from timer to autoplay
11/7/2020	Zach	pieces won't rotate within 4 spaces from bottom	11/7/2020	Ethan	increased collision bounds detection to actual bottom of screen
11/7/2020	QiTao	error generated when game ends sometimes	11/7/2020	Ethan	added if(!end) before call in autoplay, moved declaration for end in main before call to autoplay
11/7/2020	QiTao	score generates non integers	11/7/2020	QiTao	added Math.floor()