

Zach DeLong Day to Day:

Day 1:

2hr: Worked on implementing a function to check for completed rows

Day 2:

5hrs: -Finished function for checking for completed rows

- implemented a function for removing completed rows and shifting blocks down

- added the rest of the piece shapes

Day 3:

3hrs: -tested the game to find bugs

- found a bug that didn't allow pieces to be rotated once they are six grid spaces from the bottom