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
Day 4:
4hrs: edited the video presentation