|  |  |  |
| --- | --- | --- |
|  | Game ‘field’ (matrix) | René |
|  | Get next block | Max |
|  | Insert block + check if you lost | Sam |
|  | Move down | Lindalee |
|  | Check overlap (needed for moveDown and insertBlock) | Sam |
|  | Rotation | Lindalee |
|  | Save placed block | Ali |
|  | Delete row | Max |
|  | UI for the game | Michael |
|  | Score | Max |
|  | UI for the menu | Michael |
|  | Instantly falling down | Drago |

Deadline 9-11-2019 (next Saturday)

Board dimensions: 5 x 15

Up arrow – rotate

Left/right arrows – move sideways

Down arrow – move down