Screens:

GameScreen:

* The main playable game screen
  + Grid
  + PlayerPiece
  + Score
  + States
  + Timer
  + Controls
  + RandomNumber
  + Audio

MenuScreen:

* Adjusts the music and mode type
  + Mode
  + Audio
  + Controls

TitleScreen:

* Plays the opening cinematic and holds on press enter
  + Audio
  + Controls

Managers:

* AudioManager
  + Audio 1
  + Audio 2
  + Audio 3
  + SoundEffects
* ScreenManager
  + TitleScreen
  + OptionsScreen
  + GameScreen
* InputManager?
  + Controls
* AssetManager?
  + Sprites

Classes:

* + Grid
    - RandomNumber
    - Timer
    - Score
    - Audio
    - PlayerPiece
      * Mode
        + States
        + Controls

Building and Transitioning between the 3 screens

Player piece moves, rotates and falls on a timer

Random pieces cycling

Grid built to move and lock pieces

Locking pieces into the grid and clearing lines

Scores updating

AI (bonus marks)