Date	Time worked	What I worked on
02/20	4 Hours	Worked with displaying a square in a window and created all Tetriminos
02/20	0.5 Hours	Created the stringify function
02/21	4 Hours	Worked on the placeBlock function
02/23	1 Hour	Created the randBlock function
02/23	0.5 Hours	Created the gameOver function
02/23	8 Hours	Created the moveRows function (isCleared->clearRows->moveRows)
02/24	4 Hours	Added some data types, cleaned up the main code and implemented moveRows,gameOver into the game
02/26	1 Hour	created the updateScore function and added scoreCounter to data GameState
02/26	1 Hour	Added gridLines to the playing field
02/28	4 Hours	Added swapBlock function, did some cleanup and added some code documentation
02/29	1 Hour	Code cleanup