

| Dag  | Timmar | Kommentar   |  |  |  |  |
|------|--------|---|--|--|--|--|
| 2/18 |        | 4 Project started, we came up with the idea to create the classical tetris  |  |  |  |  |
| 2/19 |        | 4 Project idea was presented to our supervisor and we started working with our playfield, creating playing blocks with the group. |  |  |  |  |
| 2/20 |        | 4 Worked in group trying to figure out how to be able to place a block and update our playfield                                   |  |  |  |  |
| 2/24 |        | 5 Worked in group figuring out how two blocks shouldn't go into eachother, creating a collisionfunctions                          |  |  |  |  |
| 2/25 |        | 4 Worked in group improving collision, working with event, being able to move blocks with key inputs                              |  |  |  |  |
| 2/26 |        | 1 Meeting with supervisor, going over problems.   |  |  |  |  |
| 3/2  |        | 3 Finishing touches, gameover function, commenting code   |  |  |  |  |
| 3/3  |        | 5 Report working  |  |  |  |  |