

Date	Time worked	What I worked on
02/18	4 Hours	Project started, we came up with the idea to create the Tetris
02/19	4 Hours	Started working on playField, familiarized ourselves with Gloss, created some simple blocks
02/20	4 Hours	Discussed ideas with the group on how to make the placeBlock function and update the playField
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 (Scrapped idea)
02/23	0.5 Hours	Created the gameOver function
02/23	8 Hours	Created the moveRows function
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
02/26	1 Hour	Meeting with supervisor, going over problems
02/28	4 Hours	Added swapBlock function, did some cleanup and added some code documentation
02/29	1 Hour	Code cleanup
03/01	1 Hour	gameOver function
03/02	5 Hours	Code documentation
03/03	5 Hours	Report writing and creating test cases