Executive Summary of Tetris Game Development Project

Importance of the Project

This Tetris game development project represents a significant endeavor in becoming professional software engineers. We meticulously refactored, and created a modern Tetris game to showcase what we have learned this semester.

Features Implemented

- **Score Counter**: Real-time score tracking with an appealing visual display.
- **Color Changing Modes & Palettes**: Customizable game aesthetics with multiple color themes.
- **Pause Functionality**: Allows players to pause and resume the game seamlessly.
- **Speed Increase**: Progressive difficulty with an increasing speed of falling blocks.
- **Piece Preview**: Displays the next Tetris block for strategic planning.
- **Saving a Piece**: Option to save and swap blocks, adding a strategic layer.
- **Sound Effects**: Immersive audio feedback for in-game actions.
- **Game Over Screen**: Detailed feedback on player performance post-game.
- **Dark Mode**: A visually comfortable mode for extended gameplay.

Team Members' Contributions

- **Brooks Arthur**
  - Features:
    - Speed Increase
    - Piece Preview
    - Saving a Piece
  - Lines of Code (LoC): 287
- **Quay Robinson**:
  - Features:
    - Dark Mode
    - Sound Effects
    - Game Over Screen
  - Lines of Code (LoC): 238
- **Seth Beesley**:
  - Features:
    - Color Changing Modes & Palettes
    - Pause Functionality
    - Score Counter
  - Lines of Code (LoC): 117

Tools and Rules Used

- **Development Tools**: Python, Pytest, Pygame, PiP

- **Testing Frameworks**: Pytest
- **Version Control**: Git, Github