

Date	Description of Bug	Solution(s)
11/11/22	Text Not Rendering onto window surface	Changed all references of current window surface to method that retrieves window surface
11/11/22	Buttons rendering on top of each other when colour changes	Added black rectangle background to each button so when the button is drawn the black rectangle hides the previous text which prevents the need to update the whole window
13/11/22	Settings does not set music state and sound effect state properly	Added parameter to isHovering procedure to take in the sound effects boolean and using that to start and stop music/sound effects
12/02/23	UI flickers when hovering over buttons	Stopped updating every ui object on the screen, instead only updating the specific ui object being hovered
24/02/23	After Adding Checks for blocks at the bottom of the screen, throws index out of range error	Check all blocks in sprite group not just realPos
24/02/23	Blocks clip outside of grid whilst being constrained	Constrain Blocks to grid using function that checks all block positions and only returns False if all blocks are within a specific x value
24/02/23	Whole Screen updates every second to allow for seeming block movement	change block color to black and drawing before emptying the current sprite group and replacing the blocks, readding the original color
27/2/23	When rotating blocks, block positions become muddled and break	Used numpy.rot90 on the block struct tuples, also added a tuple of 0s to the top and bottom of the struct tuple (if needed) to fix any issues with rotation with large blocks (i.e line block)
27/02/23	When colliding with blockGroup, blocks phase through group	Check next y position of current blocks rectangles for collision with any of the block groups block rectangles and stop if it'll collide
04/03/23	Issue with Line Clear Checks, array of arrays not adding 1 to the corresponding index properly, this is due to moving the array of arrays to the main game loop instead of the function using it (to preserve block positions)	Temporary fix of flipping the list of lists using the reverse function before moving all the rows up 1 and unflipping the grid, works somewhat but can cause issues when there are 1's at the bottom of the screen
04/03/23	Issue with x axis collision, blocks can phase into each other and the checks in place don't detect this	Check each rectangles x position in correlation with the next position of the block you're currently holding and disallow movement if there is about to be a collision
04/03/23	Bug where the same user can have multiple of the same score, no checks in place to remove dupes	Added function to remove dupes from scores list before writing it to the scores file
15/03/23	Error with file paths whilst not using chosen IDE	Using pathlib module to get the current working directory instead of predefining path links (should also work across different devices)