Date	Task	Evaluation
09/11/22	Started Work on Proposal & Created End User Survey. Set up the main class for the window. Started Pseudocode design	Added Bulk of the intro, will start analysis once data has been retrieved from the end user survey. Started work on the implementation such as adding the basic class for the window which will be built upon later. Started blocking out the basics of the pseudocode, getting to grips with the syntax
10/11/22	Gathered Survey Data. Managed to render text onto the window	Going to use the survey data to analyse the best age range and gender to target during design. Ran into some problems with rendering text to the screen. Had to add a 'hacky' fix to render it but should fix that tomorrow.
11/11/22	Added Debug Functionality (Coloured Terminal). Finished Creating modular buttons and text, added main menu & instructions menu	Fixed text rendering by changing all references to the window surface to an inbuilt pygame function designed to grab the window surface for you. Managed to get hover effects on buttons after a few errors (mainly the uncoloured buttons being visible behind the hovered buttons). Also created the ability to navigate to different windows using the menu buttons. Added an instructions menu for anyone who doesn't know how to play tetris, just some text objects rendered to the screen along with a button to take you back to the main menu.
12/11/22	Added Settings Functionality & Sounds whilst hovering on buttons	Got the settings reading & writing to files working along with setting button states. Also added sounds when you hover over buttons in the menus for some extra detail, working on connecting the settings to actual functionality (e.g muting background music or muting sound effects)
13/11/22	Fixed Muting music when settings changed, started work on main game page	Managed to fix the settings bug by changing the isHovering procedure to take the sound effects boolean as a parameter and using that to start and stop music/sound effects (font: Press Start 2P)
14/11/22	Theory Day	Finalised project proposal and finished UML Use Case Diagram, finished end user & function requirements. Started work on the Project Plan with Gantt Project Software

22/11/22	More Theory Work	Collating Survey Data into the analysis part of the project documentation. Finished Gantt Chart. Analysis officially finished. Started UI design for the game windows
12/02/23	Started work on the game grid & first blocks	After a prelim break, I decided to restart work on the actual game mechanics now that the UI and backend are mostly finished, fixing a small bug with the UI flickering occasionally. Will finish work tomorrow on displaying each type of block on the screen and then work on the coordinate system for the grid, hopefully making it easier to start moving the blocks around with arrow keys
21/02/23	Blocks Finished, working on rotation	During the time between this and the last bit of notes, I've done a large amount of work on the game aspects. I've finished creating the blocks and their methods (movement, drawing, sprite groups etc) and am now working on the ability to rotate them. Once this is finished I plan to work on the bounding boxes of the grid to check for collisions and fix the issue of having to update the entire screen every time the block moves
27/02/23	Rotation Finished, working on collision with other blocks	During the time between this and the last note, I've done a moderate amount of work on the project. Tidied up some of the UI (especially instructions) added UI to the game page (controls and a score number with placeholder). Rotation has been solved through a little ingenuity and I managed to somewhat solve the screen flashing issues I've been having. I am currently working on collision between the current held block and the group of blocks at the bottom of the grid, after this I will work on line clearing and the score system and finally work on the high score board.

02/03/23	Documentation & Tidying Up Code (Housekeeping)	I have been working on the documentation to go along with the implementation to this project, updating the pseudocode to reflect the code, creating documentation to clearly understand each class, method, function & procedure as well as their parameters, returns & use cases along side their pseudocode counterparts
05/03/23	Started Testing Plan Based on Currently implementated code	I have started a testing plan on the parts of my code where no further changes are needed, once its finalised I shall do another sweep of the code for any errors and then continue to finish the testing plan
15/03/23	Continuation of Testing Plan, fixing last major bugs in system before persona testing	Continuing on with my testing plan as expected. My code has one or two major bugs in the code left to iron out before I can begin persona testing. Hoping to start soon