

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:	

