Contributing to the Tetris project gave me the chance to improve both my coding and documentation skills. My main coding responsibility was working on the `piece.py` file, which defines the Tetris tetrominoes and their behaviors. I designed the `Piece` class to handle the seven standard shapes, their rotations, and movements on the grid. One of the challenges I faced was how to represent multiple rotation states without making the code complicated. By using a 4x4 grid system and index-based shape definitions, I was able to create a clean and efficient structure. Implementing methods like `rotate_clockwise`, `move`, and `get_blocks` helped me understand how small components support larger game features such as collision detection and rendering.

Alongside coding, I also contributed by writing the documentation for the overall Tetris game. I focused on explaining how the modules interact, how to run the game, and

what features it offers. This task taught me that programming is not just about writing code but also about ensuring others can use and maintain it.

Overall, I am proud of balancing technical contributions with clear documentation, as both are essential for creating a functional and accessible project.