Aiyegbusi Oyindamola Precious 200 word Individual reflection

In this project, my main contribution was designing and implementing the user interface for the Tetris game. I was responsible for creating the renderer using Pygame to ensure that the game looked modern, clear, and easy to interact with. This involved designing the single-player and multiplayer layouts, positioning the game boards, statistics panels, and control instructions, and making sure all visual elements were consistent. I also implemented features such as rounded blocks, ghost pieces, highlighted effects, and pause overlays, which gave the game a polished and professional appearance.

One of the main challenges I faced was aligning all UI elements correctly. It was easy for text, blocks, or panels to overlap or misalign by just a few pixels. Another challenge was ensuring that the interface worked for both single-player and multiplayer modes without breaking. I overcame these by testing continuously, adjusting coordinates carefully, and using reusable functions like draw\_rounded\_rect and draw\_piece\_preview.

Through this work, I improved my understanding of Pygame, particularly rendering surfaces, handling transparency, and designing layouts. I also learned the importance of small design details in user experience. Overall, this project strengthened both my programming and UI/UX design skills.