# My Individual Reflection on the Tetris Game

Working on the main file of the Tetris game was both challenging and rewarding. My focus was implementing the game’s structure, including states such as menu, single player, multiplayer, pause, and game over. I designed classes like MenuButton and TetrisGame to keep the program modular and easy to manage. One important area I worked on was handling user input across different modes, which involved mapping keys for single and multiplayer gameplay. I also set up menu navigation and ensured that pause, restart, and quit worked properly.  
  
A challenge I faced was synchronizing the game logic with input handling, especially in multiplayer where both players’ controls had to be responsive without conflict. Getting the key repeat system right required debugging and timing adjustments. Another difficulty was rendering the correct screens for each state while keeping transitions smooth.  
  
To solve this, I broke the problem into smaller parts—testing single player before extending to multiplayer, and organizing functions carefully around game states.  
  
In the end, I gained a strong understanding of state management, event handling, and modular design in game development. This project improved my problem-solving skills and taught me how to debug effectively.