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When I started working on the Tetris project, the part I focused on was the piece code, and I quickly realized it was both interesting and challenging. One of the first difficulties I faced was deciding how to represent the different tetromino shapes. At first, I wasn’t sure whether to use a 2D array, coordinates, or indexes. I eventually chose a 4x4 grid and represented the filled squares as numbers. This worked, but it required careful planning because even a single wrong index could distort the entire shape. Another challenge was handling rotations. Each piece has several rotation states, and I had to carefully map them out. Debugging these rotations was frustrating because one small mistake meant the shape would not appear correctly.

I also struggled with randomization. Choosing a random shape and assigning it a random color seemed simple, but I had to make sure the values stayed within the correct range. Otherwise, index errors would occur and crash the program and I also struggled with setting up github account and pushing my codes to my branch.

Despite these challenges, the part I worked on gave me a valuable learning experience. I learned the importance of visualizing the grid, breaking the problem into smaller steps, and applying object-oriented programming to organize the code. Overall, it was rewarding to see how a complex game like Tetris can be built piece by piece.