Period 2
Group Members: Ivan Li and Brandon Chen
Group Name: Budget 99 (Tetris 99 is the battle royale version of our game)
Project Title: Tetris

Brief Project Description: This project aims to emulate Retro Tetris but includes a "multiplayer" mode which simplifies the concept seen in Tetris 99 and other modern Tetris games. It will stay true to most of Tetris' basic functions including quick drops, vanish zones, and naive gravity.

List of Current Functionalities: None, still in drafting stage. Functionalities that we hope to implement are listed below in the UML diagram. Changes will be made as we incrementally develop the code.

List of Functionalities to be done by the next meeting: Start coding, and expand or remove some aspects of our game if any issues arise. Our main goal is to finish the setup screen and work on object creation and movement relative to the screen.

Troubleshooting: Since we're in drafting stages, no developmental problems have arisen. There's some miscommunication about how we plan to create the code but that has been resolved through each of us drafting a basic UML diagram for each other to understand each other's vision.

UML: