**ECE 643 Final Project Weekly Progress and Goals Fall 2021**

This form is due by 11:59pm Friday of each week. Submit at Canvas.

Name(s): Cesar Zavala, Anthony Garvalena, Cody Morse

Date/week: 11/12/21 – Week 3

You are encouraged to use bullets or lists for each of the 3 items below.

**Goals from the past week:**

* Begin Game Design utilizing functions created this week.
* Verify written code functions properly.
* Adjust GUI to be more visually appealing.
* Add Rotate Button via Quartus

**Status on prior week’s goals:**

* Began Game Design utilizing functions that allowed us to draw the Next Tetromino on the right side of the board. Along with that, we are able to draw a random Tetromino onto our gridded game board but are unable to rotate it or move it quite yet.
* Verified our newly written code works besides the rotation functionality. We have a lot to fix in regards to our pointers.
* Held off on adding a rotate button due to the fact our rotate function is not working as intended.

**Goals for the next week:**

* Fix this week's issues and continue on from there.
* Add rotate button functionality once the rotate function itself is fixed.
* Add horizontal/vertical movement of Tetrominoes to game design.