Project Proposal for CS 254

Team Members:
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Overview of your project/project-idea
    For our Open Source Project, we would like to create a menu with three game modes, based on the popular game: Tetris.

Goals:
- To construct a game of Tetris. The game will be 2D and will contain graphics, music and sound.
- It will be playable on Linux and Windows.
- Goal 1: Create a menu with three different game modes (Adventure, Classic, Challenge)
- Goal 2: Create a working version of basic Tetris in Classic Mode.
- Goal 3: Create a working special variation of Tetris in Adventure Mode with special blocks and unique maps.
- Goal 4: Create a working Challenge Mode with assigned blocks to clear puzzle levels.

Resources used to build the software / How we will use these resources in our project:
- Python 3.7.0 – The main scripting language used to make the game.
- Pygame – The main library for rendering the graphics and player input, as well as music and sound effects.
- Atom - Used as the editor for the python scripts.
- Open Source Software License – The license used for the project.
- Read Me file – The file used to describe the software.
- Github – Used to provide a repository for the project.
- cx_freeze – Used to build the project into an executable.

Features Added:
    Adventure game mode with maps.
    Challenge game mode with levels.