CPSC 254 Project Proposal:

* Team Members:
  + Connor Gresko – Programmer - Artist
  + John Gomez – Programmer – Scrum Master
  + Kenneth Truong – Programmer – Project Manager
* Overview:
  + For our Open Source Project, we would like to create our version of the popular game: Tetris.
* Goals:

1. Construct a 2-Dimensional Tetris Game with working Graphics, Music, and Sound.
2. Be able to play game on Linux and Windows.
3. Create a welcome screen upon launching the program.
4. Store a score in the top-right based on the number of lines cleared.
5. Have proper randomization of blocks.
6. Be able to store one block in the bottom-left.
7. Create a farewell screen upon leaving the program.

* Resources:
  + Python 3.7.0 – The main scripting language used to make the game.
  + Pygame – The main library for rendering the graphics and player input, music, and sound effects.
  + Atom – Used as the editor for the python scripts.
  + Open Source Software License – The license used for the project.
  + ReadMe file – The file will be 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:
  + Welcome Screen
  + Farewell Screen