



Tetris BOOM – Week 13 Progress







Sprint 2 | Week 13




Plan for Week 13

- Implement **Dark Mode**
- Create **Executable File**

Week 12 Highlights

-  Core game is now **fully functional**
-  Fully functional **gameplay loop**
-  Added **Dark Mode**
-  Added Sound Effects
-  Built Executable
-  Improved/Polished Dark Mode

 **Week 13 Complete – Sprint 2 on schedule**

Feature in Focus: Quality of Life

- Dynamically adjusts gameplay after reaching score milestones
- Keeps gameplay **engaging and unpredictable**
- Integrates smoothly with existing **Drag & Drop mechanics**



Sprint 2 Progress Summary

- Total Tasks: 7
- Completed Week 10: 4 Major, 3 Minor



Overall Completion: 100%