What is the main idea of your project? What topics will you explore and what will you generate? What is your minimum viable product? What is a stretch goal?

- Our idea is to make a video game that takes elements of Tetris and 2048 and combines them into one game.
- The image below depicts a rough layout of the game. We'd have a base of numbers, and in order for the falling pieces to "stick" to the base they'd have to match numbers.
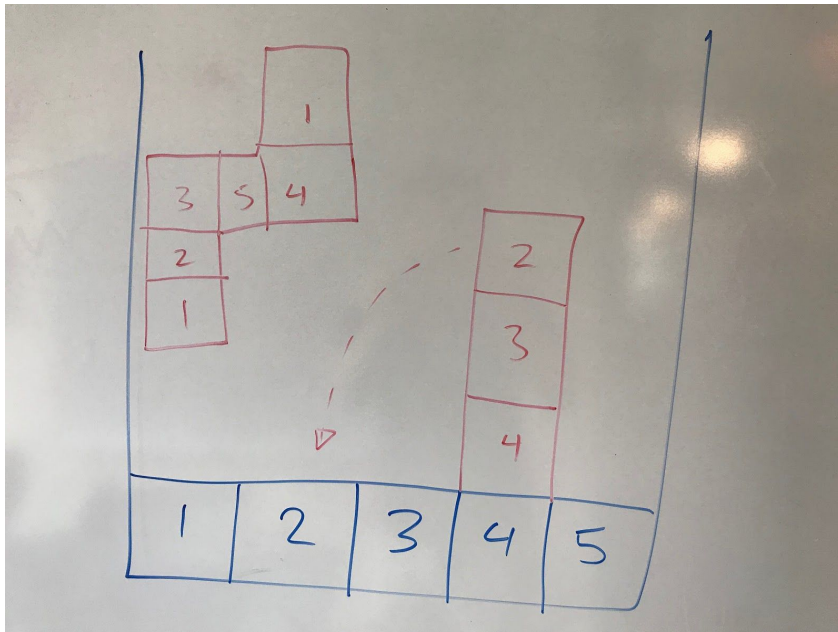
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- We would like to explore system architecture, and planning out classes and functions beforehand in a way that makes the program more scalable and easy to navigate.
- Our minimum viable product is a Tetris game that has basic functionality, live updating, and user input.
- Our stretch goal is a game that is both aesthetic and easy to use.

What are your learning goals for this project (for each member)?

- Andrew- Increase fluency in programming, and make something cool.
- Emma- Thinking more about the process, and laying out a system architecture before coding it.

What libraries are you planning to use? (if you don't know enough yet, please outline how you will decide this question during the beginning phase of the project).

- PyGame
- If other libraries are needed, we will research and use others as necessary

What do you plan to accomplish by the mid-project check-in? (See below for some generic goals; edit to suit your particular project)

- Have general system architecture layed out
- Have a good sense of the major classes that will be used for the project
- Clear implementation plan (who is doing what tasks)
- Visualize some parts of our project (e.g. a block or the base)
- Good start on implementing some of the classes for your project

What do you view as the biggest risks to you being successful on this project?

- Making the blocks move/fall
- Perhaps the scope is too ambitious, but we're confident that we can at least make a tetris mvp
- Scheduling and communication