

- How long (cumulative) have you spent on the code?
 - I spent roughly 10 hours on the code.
- What was the most time consuming part?
 - Creating the UI to display the next pieces and the piece currently on hold was the most time consuming part.
- In retrospect, how could you have worked more efficiently?
 - I think that I worked pretty efficiently, if I had more experience with the PyGame library, I might not have spent as much time skimming through documentation though.
- What libraries/starter code were most useful? To what extent did you need to modify them?
 - PyGame and Random libraries were both very useful to my project. I did not make any modifications to these libraries.