Timeline
Tech Demo
- Allegro replaced with SDL [**WK**]
- Tetris blocks falling [**K**]
- Main menu [**W**]

Milestone 1
- Pause menu
- Start Data Driven (saving, loading, init)
- Player control of piece (rotation, falling, movement)

Milestone 2 - ALPHA
- Core gameplay loop (next pieces, scoring)
- HUD first pass
- Menu navigation in (not necessarily fully functioning)

Milestone 3 - BETA
- Menu's fully functioning
- Finalize HUD
- Multi-level support
- Leveling

Final Deliverable
- Bug fixes
- Tweaks?

Division of Responsibility
Karim
- Milestone 1
  - Help set up SDL
  - Reformat images
  - Start on input
  - Documents
- MileStone 2
  - Primarily tackle gameplay ie falling blocks
  - line clearing

Walter
- Milestone 1
  - Help set up SDL
  - Get images drawing
  - Get input
  - Get Snake to run with SDL
- Milestone 2
  - Focus on data driven portions
  - levels,
  - menus