Project title:
     3D Tetris

Team members:
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Project Description:
     A working tetris game ("random" next block, falls down and stacks, if a row is full, it is cleared, etc). The playing field will have depth and the ability to rotate the playing field in all directions. We will use a controller to play the game, so that will have to be mapped. And no tetris game is complete without the short song being played. Stretch goals are to create various challenge modes and a working title screen.