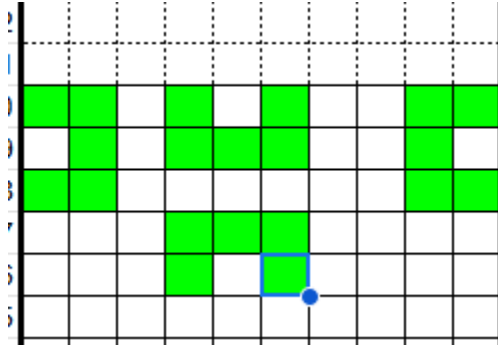# Assignment 1: Tetris Design
Aidan Boyd

New Tetris Piece:

I: Reasoning behind piece's design

        I wanted to create a piece that has relationships with other objects on the grid. Most objects have relationships where you can set up another piece you know is coming with the piece you have. The one I designed goes well with objects that have a singular end horizontally or vertically. Vertically it can sit on top of objects by having a spot reserved for it. It also works horizontally because if an object has a spot dangling on the edge my design can fit if there is enough room.These two together create new opportunities that the other objects don't quite offer.

II: How the custom gameplay experience demonstrates the piece's potential

        Since my object will be foreign to tetris players I wanted to create an experience that makes them have to learn the object quickly with the knowledge they have of the other objects. I increased the time speed by 1 second each time an object is placed until the grid space is full. This already provides a challenge with the already existing objects, as well as the new object I have created making the challenge more difficult.

III: Challenges faced during implementation and how they were addressed

        When I first implemented my object I started just experimenting the ways I designed my object to be played. I would line up objects to set up my object, or vice versa and continue testing it before I thought about the custom gameplay experience. Once I playtested enough the new gameplay was interesting to think about. How can I take my piece and provide a new experience that stays true to the rules of tetris. I remembered the tetris I played when designing my piece and how it increases time depending on what level you're on. What if I took that idea and applied it to every piece once it locks? I already have an understanding of other objects and trying mine in it

made it a fresh experience. I had to take my design intention and try to apply that at different rates depending on how many objects had been placed.

Code Changed:

```
grid.numberPiecesPlaced += 1;
```

```
private bool isLocked = false;
```

```
dropTimer -= (Time.deltaTime * grid.numberPiecesPlaced);
```

Check to see if a block has been placed
Used time to increase with grid.numberPiecesPlaced