

## **The Reasoning Behind the Piece's Design**

I wanted to create a piece that would make players think. My piece can be very useful for clearing multiple lines at once, but if placed incorrectly, it can create awkward gaps that make things harder later.

## **How the Custom Gameplay Experience Demonstrates the Piece's Potential**

My custom gameplay experience adds an extra challenge by putting players on a timer. The goal is to clear as many lines as possible before time runs out, and my piece plays a big role in that. Since it can clear multiple lines at once, players who use it well can achieve high scores. However, because its shape can also create gaps, it forces players to think quickly and plan ahead. This makes the game more exciting and rewards smart decision-making under pressure.

## **Challenges Faced During Implementation and How They Were Addressed**

One challenge I faced was getting the restart button and score text (using TextMeshPro) to show up when the game over screen appeared. I had a black panel that was supposed to pop up when the game ended, displaying "Game Over" and the restart button. However, the text and button were hidden behind the panel.

At first, this didn't make sense to me because I thought the "Game Over" text and restart button should appear on top of the panel in the hierarchy. After adjusting the panel's alpha, I realized that the text and button were hidden beneath it. I then discovered that, in the hierarchy, the panel needed to be below the restart button and text for them to be visible. It was a strange fix, but once I adjusted the order, everything worked perfectly.