Assignment 1 – Tetris Puzzle

Link to YouTube Gameplay Video: https://youtu.be/n6RLynxWzjE

1. The main property which defines all the pieces in the systems of Tetris is prominently the polyomino's arrangement of cells or shape to put it simply. The polyomino's shape is similar to the properties of other existing piece being the J, L, and T pieces. The polyomino's properties give it some of the relationships these separate pieces have all in one piece, additionally it can perform these relationships and even include new ones as well. This is due to the fact that if you use this piece in anyway similar to other mentioned pieces, due to its properties it leaves you to have to plan and consider about an extra cell not included in the other pieces.

2. One interesting relationship with the piece sequence is its alternation between the polyomino and the L & J pieces. The polyomino's relationship with the L & J pieces is the polyomino's shape is those two pieces combined. So, the six sequences include 3 of the polyomino which represents both pieces, then 3 sequences alternating with either the L or J piece alone.

   As for the relationship between the pieces and the game board sequence. One factor that both the polyomino and J & L pieces have is the curved ends. This allows for these pieces to clear lines with the curved part that the straight part can't leaving it behind. This is the main method of the puzzle in the sequence I have created. Some sections of the sequence require you to solve some lines and leave behind some of the previous piece. Those left behind cells then lay the framework for where the next piece in the sequence will go.

3. I expect that the initial confusion and curiosity if how the sequence will work, combined with the fact that in these big bang style games you need to move quickly will make for an interesting challenge. As the player moves through the sequence and learns they need to create the next sequences themselves with the correct placement of the previous sequences. This creates an interesting challenge of precision placement and fast movement.

   Additionally, the sequence follows a "curved path", so this adds to the precision factor. As, the player will need to move their piece to different "drop points" each sequence rather than them all being in the same general area.