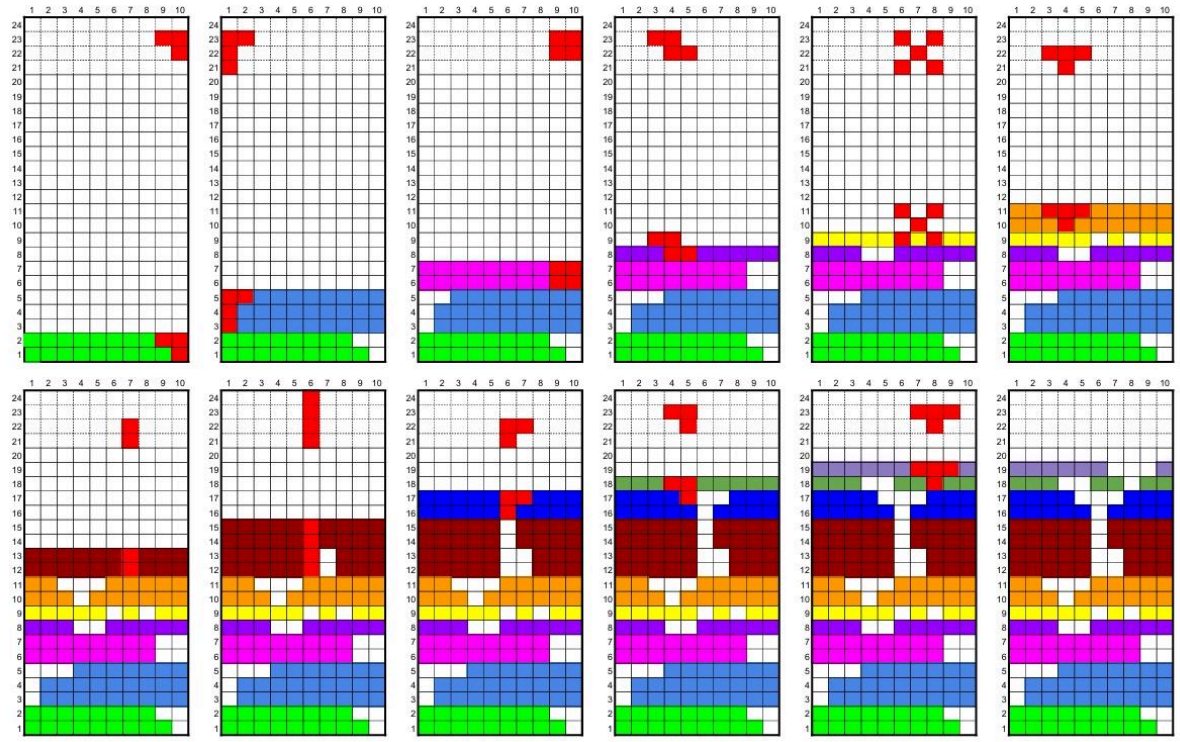

1. What interesting properties does your polyomino piece have within the systems of Tetris? Why?

When looking at the main pieces of Tetris, all the squares are directly connected together, so I was curious to see what it would look like if there was a piece with squares that were connected diagonally instead. An X shape was the first idea I came up with and decided to use. When placed beside the other pieces, I noticed that it took up quite a bit more space than the others despite only having five squares. And much like the square, it can't be rotated to fit in different spaces, making it more situational than the other pieces.

2. What interesting relationships does your piece sequence have with the board state within the envisioned play session? Why?

Because of the positions of squares, the lower squares are going to be what players use to clear lines, while the centre and upper squares will be used to fill in additional lines for another piece to clear it afterwards. However these could also cause hindrances instead, as the additional squares left behind by the X could prevent certain pieces from landing in a desired spot. Instead of specifically being used to clear lines, the X should be used for setting up another piece to clear lines.

3. How do you expect your board state to provide an interesting challenge to players?

I expect the challenge provided by the board to be players ensuring that left over squares/pieces don't obstruct any additional spaces. If the players are precise they can clear a line each turn, however even a single mistake can hinder their process, especially with the addition of the X shape and the positions of its squares.

Tetris Video Link: https://youtu.be/x9HqnTXR5tM