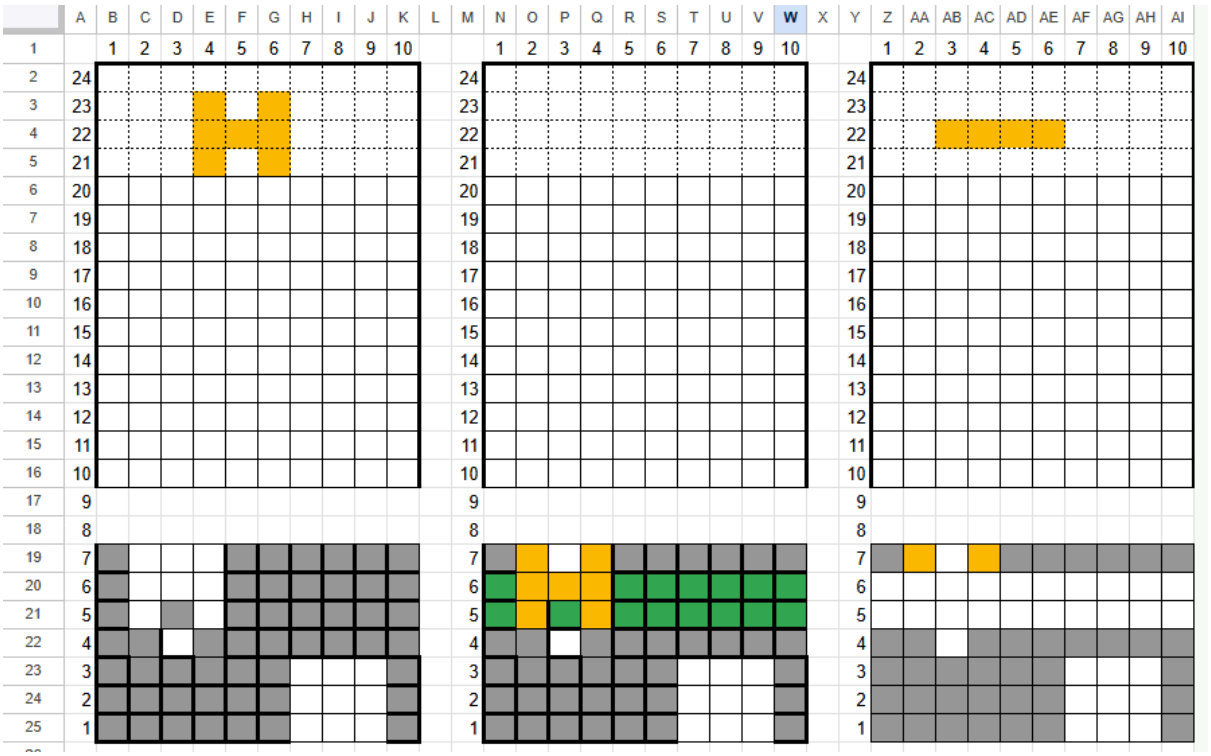

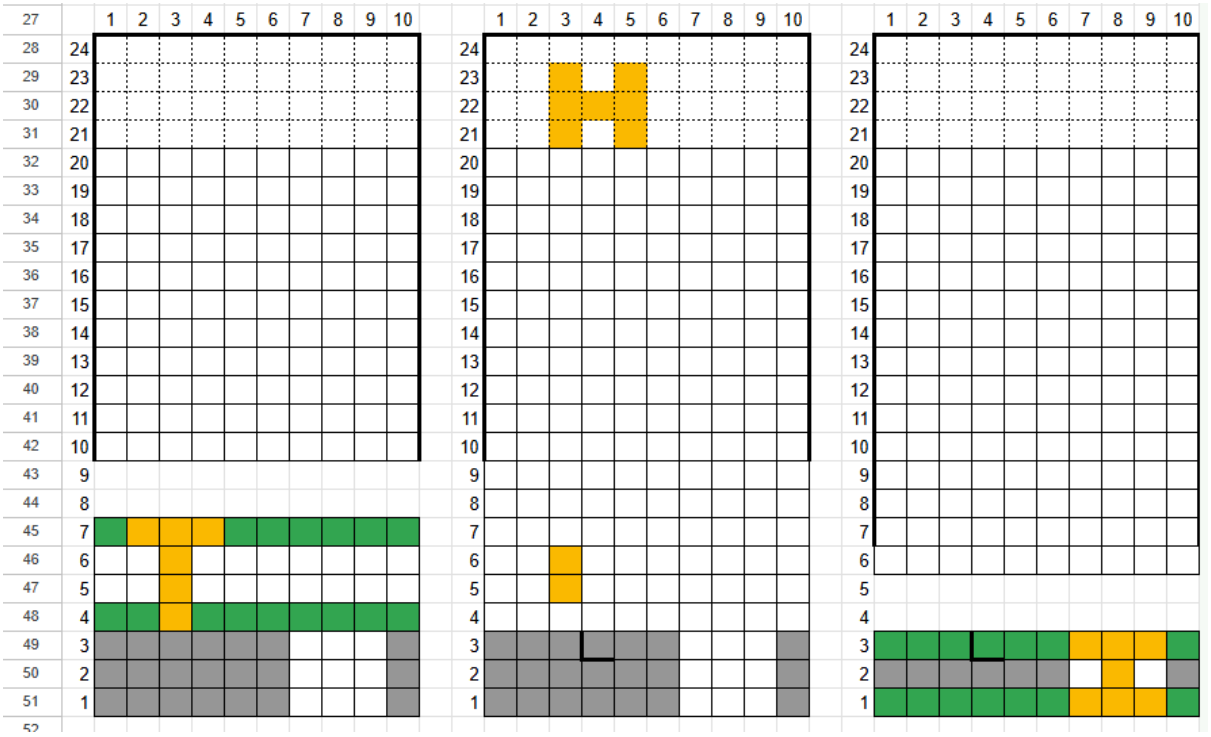

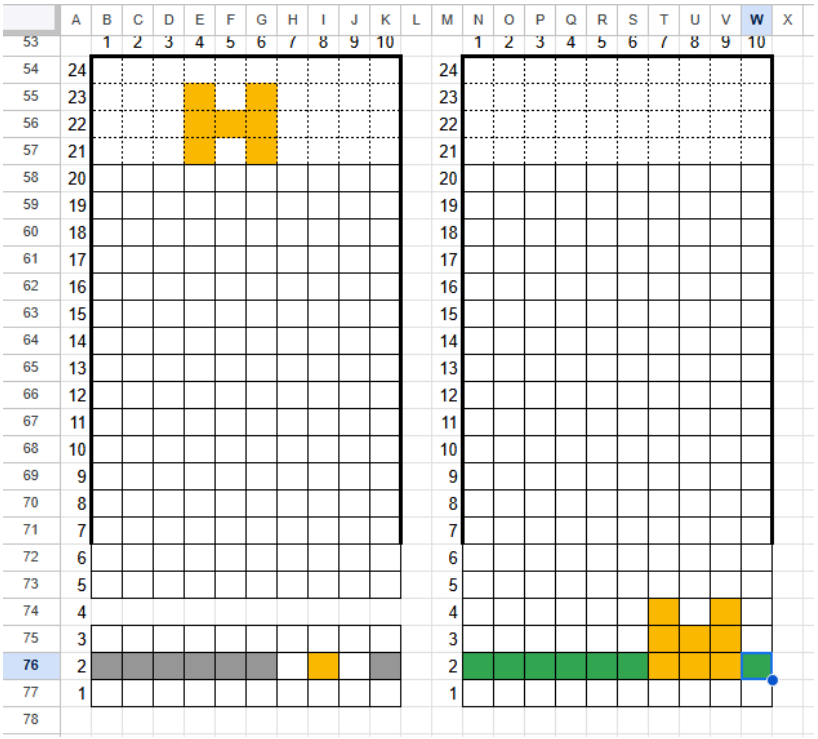

Written Explanation

The interesting properties that my tetronimo (the H-block) has is its unique block count of seven, its relatively compact shape, and the fact that it will always leave blocks behind to create wells or to leave two gaps in the case of being rotated.

The H-block has a dynamic relationship to the board. The extra blocks left behind serve to change the way the board can be cleared. For example, in my puzzle, after the first H-block is dropped, a Line block is used to fill in the well. This also changes the other piece's relationship with the board, and enables new behaviors from them (clearing lines).

I expect my puzzle to be somewhat of a challenge to players because they'll have to use the leftover blocks from the H-block with the pieces they're given to clear the board. In other words, two objects must be used together in a relationship to create certain behaviors. For example, the player must rotate the H-block for the second time it's used because that allows the H-block to have a relationship with itself and clear the final line.