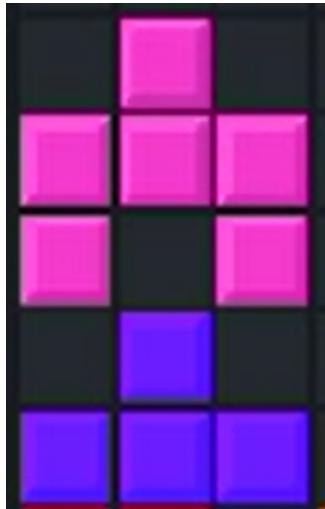# The Y Piece

This piece was designed to give a challenge to the player as it is very likely the player will be forced to lock off a line with its unique design unless the player has planned a spot for it, there is a high chance it will cause issues

The Y piece works really well with the T piece if the player Positions the T Long side down, the Y can land on top of it creating a huge amount of sealed room

Though the addition of this piece adds a reward if the player uses it to clear a line.
Time will slow making it easier to make decisions and they will be given a tiny breather.

Challenges That was faced when adding this piece mainly came from creating the function to detect what piece cleared a line, it uses the active piece function to detect if the piece is Y to add the ability, everything else like the timer of the ability and the time of the drop were already included into the project all that needed to be changed was adding another timer and tweaking the drop interval at certain times.

https://youtube.com/shorts/gugviNwyre4?feature=share