Design Rationale: Big Bang Tetris Puzzle

1. **What interesting properties does your polyomino piece have within the systems of Tetris? Why?**
    a. Normally the *"I"* piece in your regular Tetris game is the most valuable piece in the game, as it's the only piece which allows you to gain a Tetris (four rows filled). My piece follows this along with this logic, while also including the tail that the *"J"* piece has. With this inclusion my custom piece is able to clear two rows which the *"J", "T", "O",* and *"L"* pieces without leaving any spare cells, while also giving the player the ability to get the Tetris four-clear.

2. **What interesting relationships does your piece sequence have with the board state within the envisioned play session? Why?**
    a. My piece provides the opportunity for the board to have large sections of empty space, despite this the pieces still need to go into specific spaces for the most part. This results in the player needing to be careful with how they place their pieces while still thinking quickly to solve the puzzle.

3. **How do you expect your board state to provide an interesting challenge to players?**
    a. With multiple chunks of the board being open space the immediate answer isn't immediately obvious. However, it can be solved if the player keeps a cool head and doesn't put the pieces in the first place that fits it.

    Link to puzzle video: https://youtu.be/ku7YU-Pk5KU

Leaving all this space empty feels weird to me so here is a picture of my Sister's new kitten, his name is Zappa.