

Design Rationale and Gameplay Impact

The reasoning behind the piece's design

My idea behind the piece's design is that it is meant to fit within the other pieces very well. This piece is meant to fit in with all of the other pieces on the board. My piece is meant to be similar enough to all of the other pieces so they can all work in unison to create more possibilities for the player to clear lines. For example, the Z and S pieces are able to fit within the sides of my big T piece, the same can be said about the L and J pieces. The piece's size is also meant to give the player a chance to build up a higher stack of blocks so they can clear more lines and earn more points.

How does the custom gameplay experience demonstrate the piece's potential?

The way that the gameplay experience displays the piece's potential is by allowing the piece to work in unison with the spawning 1x2 pieces. As the 1x2 pieces keep spawning, the big T piece is able to fit well within these randomly spawning pieces. This creates a meaningful relationship between the two unique pieces which will allow the player to optimise the amount of lines that they can clear.

Challenges faced during implementation and how they were addressed.

A big challenge that I faced was figuring out how exactly I would create the pieces spawning. I didn't know if I had to create a new script or if I could use the existing tetris spawner in order to create the spawning 2x1 pieces. I figured this out by asking

clarification from the professor and also by looking at my existing code that I had and I simplified it to only include the spawning aspects of it.