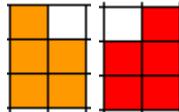


Design Rationale:

Josh Simon



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

My pieces (mirrored pair) have two interesting properties within the tetris system.

The first being that the piece is relatively square shaped, causing it to take up a large chunk of room. This causes it to be a potentially very valuable piece, significantly contributing to a possible ‘tetris’. By that same logic, it can also be a very damaging piece because of its chunkiness.

The second property is its symmetry, or lack thereof. Because of the single protruding square, the piece can seem rather awkward. It can also nicely fit next to other pieces that can often lead to an empty square void, while having the added bonus of blocking out significant space.

In summary, the piece rewards higher skill, and can significantly punish slow play. Ultimately, I believe the piece raises the difficulty of the game.

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

Because of the obtuse nature of the piece, other pieces could occupy that same space. This obfuscates to the player which particular pieces they will need for the level.

This obfuscation gets further increased because of the layout of the puzzle. I specifically blocked sections together, causing irregular form that is not obviously filled with the polyominos.. This way, the player is very unclear on which pieces they will get, and in which order, forcing them to think in the moment, rather than having an obvious pattern to simply just follow.

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

While still rather simple, the board state will challenge players by having an unclear piece order, as well as forcing the player to make significant rotations to fit the pieces properly. The player will also have to move the pieces laterally significantly, and, depending on the speed of the level, might get slightly disoriented by the custom pieces coming back to back as a mirrored pair, needing to be placed in completely different rotations.

