

Assignment #1: Designing and Implementing a New Tetris Gameplay Experience

Design Rationale & Gameplay Impact

5 Block Tetromino

Design & Purpose

I created a 5 block L shaped tetromino. It's extended tail makes it harder to place but really helpful for clearing multiple lines when used properly. The goal was to break standard patterns and push players to adapt.

Custom Gameplay Scenario

Couldn't get to work.

Implementation Challenges

Couldn't get the full game to work.

Gameplay Impact

The 5-block piece would add tension, strategy and variety. You need to plan better and take risks to earn higher rewards. It fits naturally into the game while refreshing the core mechanics.