

Document Design Rationale and Gameplay Impact

a. Write a short analysis (1-2 pages) that explains:

I. The reasoning behind the piece’s design.



The created piece is an L-shaped tetromino composed of three tiles. Its compact size makes it ideal for fitting into small spaces, maintaining clean lines, and allowing players to fill difficult gaps. With multiple rotation options, it introduces variability while also requiring players to think and react quickly.

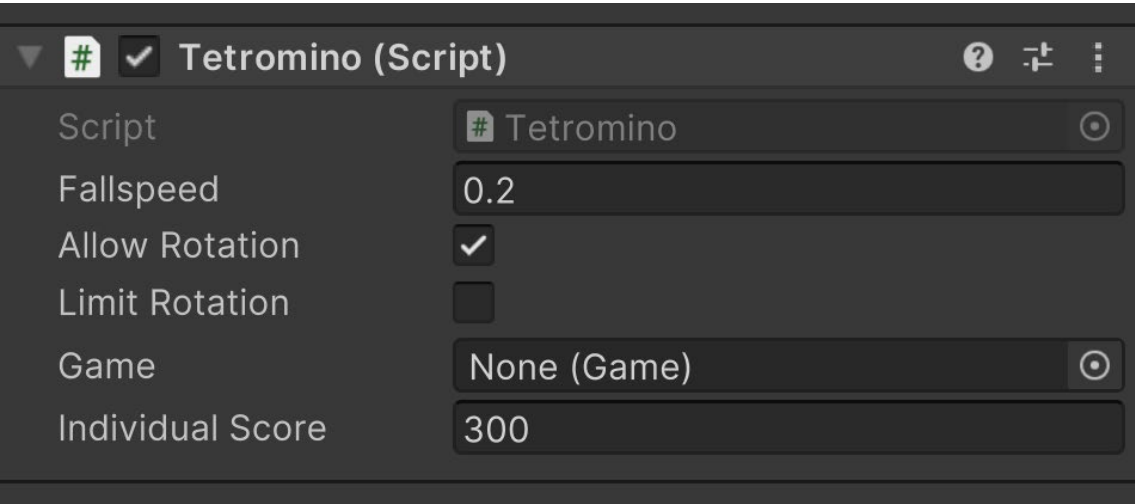


One of the core concepts behind the creation of this piece was versatility. The shape can adapt to different board configurations, making it an essential piece for strategic management. Its ability to fit into various spaces allows players to use it in creative ways, whether to complete lines, bridge gaps, or set up future moves.

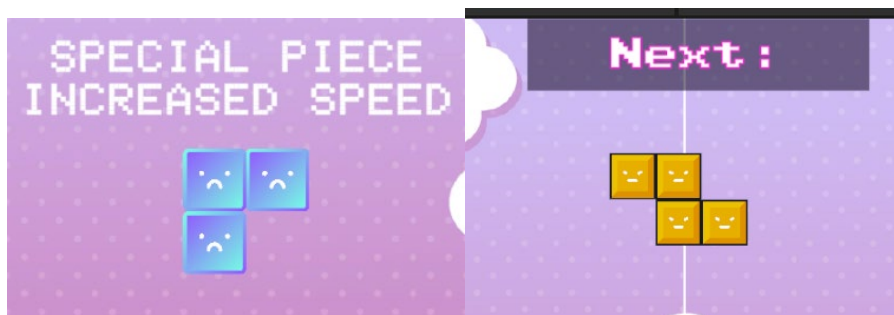
Another key aspect is the increased speed. Compared to other pieces, players must make quick decisions from the moment they see it in the queue as the next piece. This mechanic adds pressure, testing their reaction time and adaptability. While it is a small piece, the speed increase adds complexity to the gameplay, requiring players to think and act faster to avoid misplacement and maintain control of the board.

II. How the custom gameplay experience demonstrates the piece’s potential.

The piece was added with an altered speed, which, despite being small and aiding in positioning and clearing lines, requires the player to think quickly. Otherwise, it may end up in an awkward position. While it can help complete a line, it can also create placement difficulties for other pieces.



The player remains focused on the piece from the moment it appears on the left side of the board as the next piece, knowing it will be a fast-moving piece that must be handled carefully. Additionally, on the right side, information about the increased speed is displayed.



III. Challenges faced during implementation and how they were addressed.

I changed the structure of my piece approximately eight times, testing different shapes, sizes, and orientations to determine whether it should be predominantly horizontal or vertical. I also considered which mechanics could be implemented. If the piece were too large, the increased speed mechanic wouldn't work effectively and would become frustrating for the player. It wouldn't add anything beneficial or new to the gameplay; instead, it would only ruin the player's experience.