Elevator Speech

Do you remember your childhood, when you used to play Tetris and the hours passed by so fast, and you couldn’t take your hands of the game. Well we’re about to bring you that same feeling back. Our main goal was to create a game with originality involved to help you divest yourself of boredom. We managed to achieve the goal with Quintris. Our game, Quintris, holds many similarities to the well-known Tetris, but also has key differences. One main difference was using pentominoes, five-blocked shapes, instead of Tetris’s four-blocked shapes. We made the game board bigger, giving the game more difficulty and room for creativity and uniqueness. The use of pentominoes allows you to mix and match the pieces, making an entertaining and exhilarating environment that will leave you in delight. As easy as it might sound, Quintris was a complex and complicated game to program, especially with no programming experience and starting from a blank screen on Pygame. Quintris was no easy task due to the difficulty of the different codes needed to have the game properly function. Even with the obstacles and problems that we faced when designing the game and with only less than two weeks to program, we strived to complete the game because we knew that it would be popular among the age groups and challenging enough to not become bored with Quintris. As an important philosopher once said, “You must invent your own games and teach us old ones how to play”.