



I created two unique polyomino pieces for this “Big Bang” set.

One is akin to a lop-sided T block. I chose this shape as it is a strange but not too obtrusive variable. In this set, it would be used to both inform the player that unusual blocks are included, as well as cause them to immediately begin to think “out-of-the-box” so to speak.

The second block is in a large J shape. Something made specifically to be an obstacle. In a regular game of Tetris, it would likely be much too obtrusive. In this Big Bang set, the block

is used as a final, large surprise for the player. It's intended to make them panic, while once placed, should lead to an increased level of satisfaction due to its abnormally large size.

I feel that by utilizing this board state, my players will experience a more interesting, if confusing experience. The two unique Polyominos somewhat confuse the players' experience, while then making the set less predictable. The second drop gets rid of the lines below two others. The fourth drop requires out-of-the-box thinking, by dropping a piece that may not get rid of both lines but leads one line to be part of the next drop. This leads to a more confusing, yet interesting experience.