

## **Why I Made This Thing**

I designed the **Thick-T** as a slight twist on the regular T tetromino, literally just a T block with a wider top. Nothing too wild, but enough to shake up rotation strategies and line clears a bit. Normal Tetris pieces follow predictable rotation rules, but with the extra blocks on top, this one forced players to rethink their stacking. It wasn't meant to break the game, just add a new layer of decision-making without straying too far from the classic mechanics.

The goal was to keep T-Spins viable while making placement a little trickier. Since the Thick-T took up more horizontal space, it required more deliberate setups. You couldn't just drop it anywhere and expect it to fit neatly, so players would have to be a little more mindful of their board state.

## **How It Would Have Changed Gameplay**

If I had fully implemented it, the Thick-T could have introduced some interesting variations to Tetris. It wasn't designed to be some weird, overcomplicated piece, just different enough to make players adjust their approach. The extra width meant tighter board conditions, making survival slightly harder while also opening up new stacking possibilities.

It also would've changed how players set up T-Spins. Depending on how the game handled its rotations, it could have made certain setups easier or harder. If done right, it could have added a bit of extra depth for players who took the time to figure it out.

## **Why It Didn't Work**

In theory, the Thick-T was fine. In practice, coding it was a nightmare. The biggest issue wasn't the shape itself, but getting the game to accept a new piece without breaking everything. I managed to get a working version of Tetris, but adding this block led to constant scripting errors. No matter how many times I tried to fix it, something else would go wrong. At some point, I had to accept that implementing it was more trouble than it was worth.