

My artifact is Tetris. The purpose and function of the artifact is to be a fun game that everyone enjoys. My artifact explains what Tetris was coded for, some of the games that were made because of it, and that it made a lot of money(most sold game ever).

First I decided that I was going to do Tetris, then I made a google drawings, and whatever idea came to my head for it was exactly what I did for it. Basically what I did was find pictures that related to my artifact, then copy & paste them on my google drawings to make it not a blank screen.

Tetris has been very beneficial to gaming. Not only is it the most sold game, but it revolutionized puzzle games. An extreme amount of games have been based off of it; like Candy Crush. The only downside to Tetris is that it brought the downfall of the Soviet Union(according to the Super Tetris manual).

Tetris uses the game algorithm that the Gameboy had(which has not been released). Tetris gets information from the user's button inputs, then grabs that information and sends it to its program so that it will know what to do. The only concern is a data concern where Tetris cannot go above a score of 999,999. This isn't a problem whatsoever though considering only a handful of people have even gotten close to that score.

Sources

<https://tetris.com/>

Tetris Inc.

<https://en.wikipedia.org/wiki/Tetris>

There's 101 contributed authors and dates, so I can't name them all

<http://www.lemonamiga.com/games/docs.php?id=1588>

1992, Spectrum HoloByte

"First there was tetris. Then there was the fall of communism.

Coincidence - or incredibly crafty plan?"