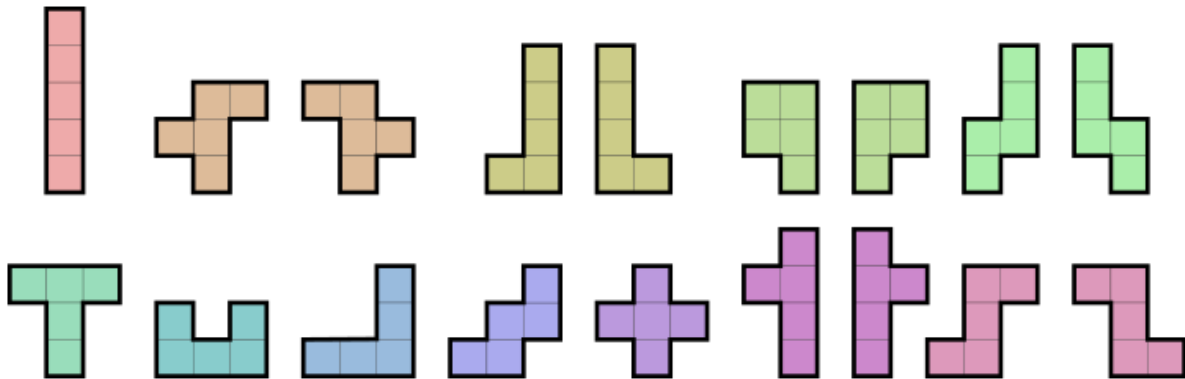


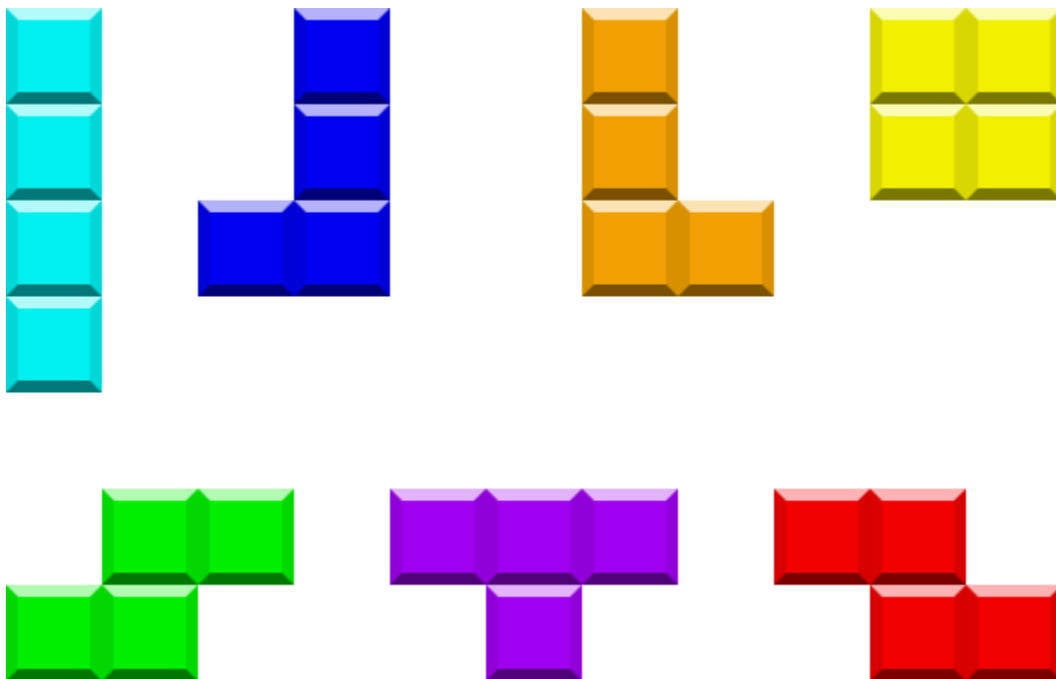
Creative Director: Joy Choi  
Designer: Drew Mahlmeister

Be careful of the difference between tetrominoes (blocks that contain only 4 squares) versus pentominoes (blocks that have 5 squares). Tetris does not use pentominoes in their game.

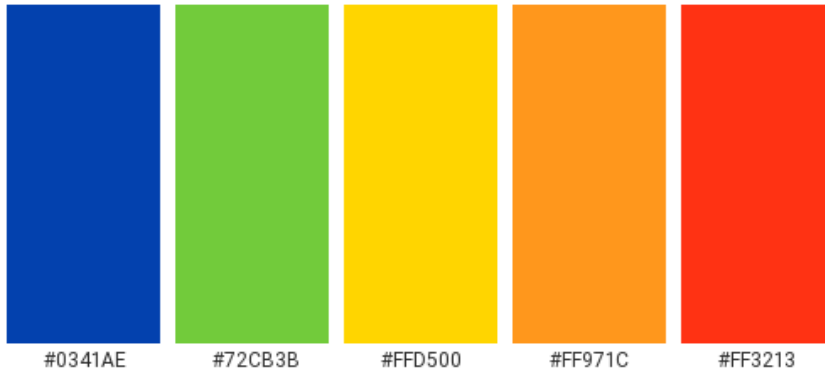
Pentominos: <https://en.wikipedia.org/wiki/Pentomino>



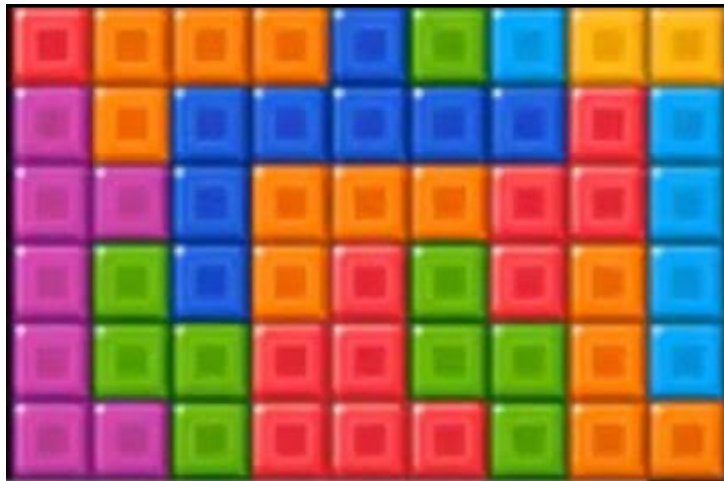
Tetrominoes: <https://en.wikipedia.org/wiki/Tetromino>



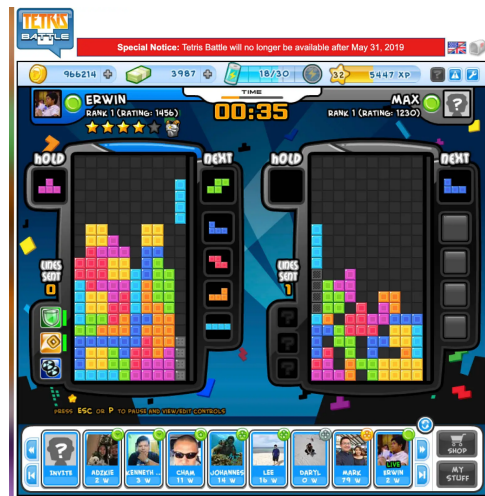
A color palette that might help with the colors (as there are many different tetris games and slight changes in their colors). Or you can eye drop the colors from the reference images from the game itself. Avoid using too many dark solid color backgrounds as I want the playfulness and cheeriness of the game to be shown.



Tetris Game Color Scheme - by SchemeColor.com



Also instead of a solid color for the background, can you try making a gradient like the examples below. You do not have to have a black bordered box if that messes up the design and have the ghost figure of the blocks (a slight shadow of where the block is going to land) in the background too.



Some references of other buttons, layout (maybe for a starter page), and the top bar navigation (as the games includes: experience, money, energy, etc.). I do like how you incorporated the stars for mock up b, so continue iterating that.

