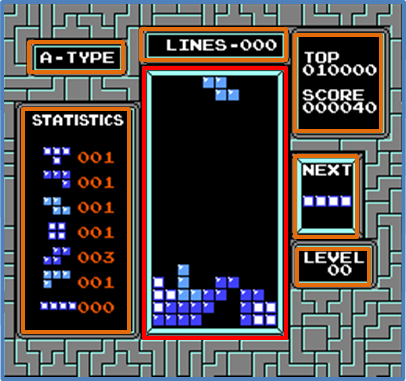
*Tetris* (1989, NES), Nintendo.**GAMEPLAY**

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| 1. Composition |

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| **Tangible space** | An abstract rectangle of empty space which the player progressively fills. |
| **Intangible space** | Information displays. |
| **Negative Space** | Ornamental wall of gray tetriminoes . |



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| |  |  | | --- | --- | | External | Zero ergodic |   2. Ocularization |

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| 3. Framing mechanisms | **Anchor :** Anchorless | **Mobility :** Fixed |

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| 4. Plane Analysis   |  |  |  |  | | --- | --- | --- | --- | |  | **Agents** | **In-game** | **Off-game** | | **Graphical materials** | Raster graphics (sprites) | Blank | Raster graphics (sprites) | | **Projection method** | Orthogonal |  | Orthogonal | | **Angle of projection** | Horizontal |  | Horizontal | |

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| **Notes :**  The player controls a single tetrimino at a time, progressively filling up the in-game environment through his agency. The data bands in the intangible space can play a role in the gameplay process – mainly the « NEXT » window, which displays the upcoming piece and has strategic importance for the player to keep track of.  There is no off-game space, since the in-game space needs clear boundaries to emphasize the confined nature of the game situation. However, some other games in the genre, such as *Tetris Worlds*, have tried to instill a sense of connectedness between the in-game and off-game environment with integrated backgrounds and events. |

