

Final Presentation

# Tower of Tetris

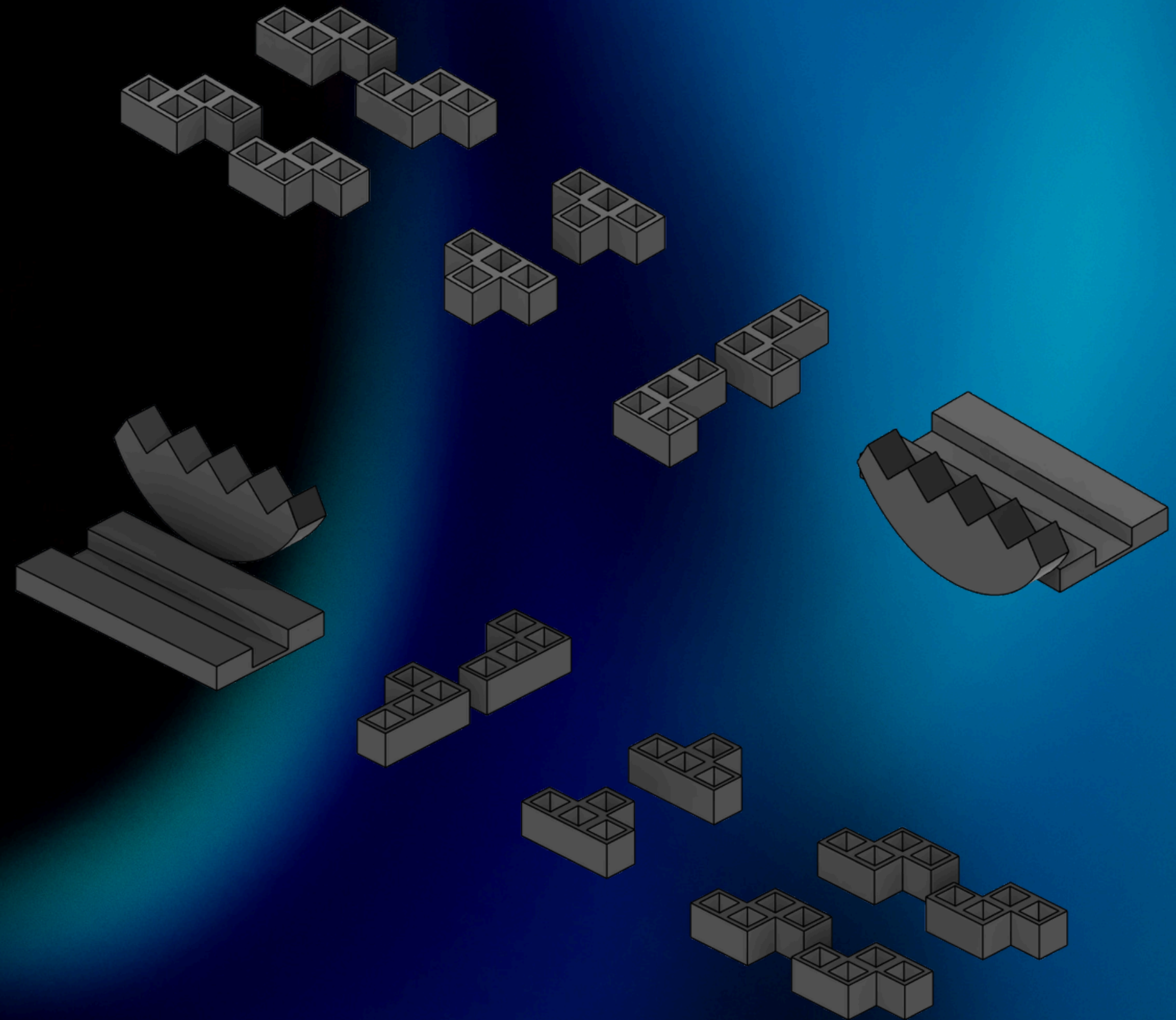
Presented by:  
Miguel Sarmiento

2026



# Brief Description

A simple game that can be enjoyed by all appropriate ages that test players skills of balance, organization, and teamwork while still remaining a light hearted game. The goal is for players to place all the blocks on the balancing arc, each taking turns placing one, without the arc tipping over.





# Target Audience

01

## Age Range

The target audience is between 10 and 70 years old. This range ensures that the components won't be a immediate danger, such as misuse.

02

## Marketing Direction

Having a wide range allows for the marketing to be directed towards familys and multi-age groups. As well classrooms and clubs for a wide audience.

03

## Profit effect

Having a majority of older ages, but still including younger audiences create a market of users that are in the age range expected to afford this with their own money.

04

## Impact

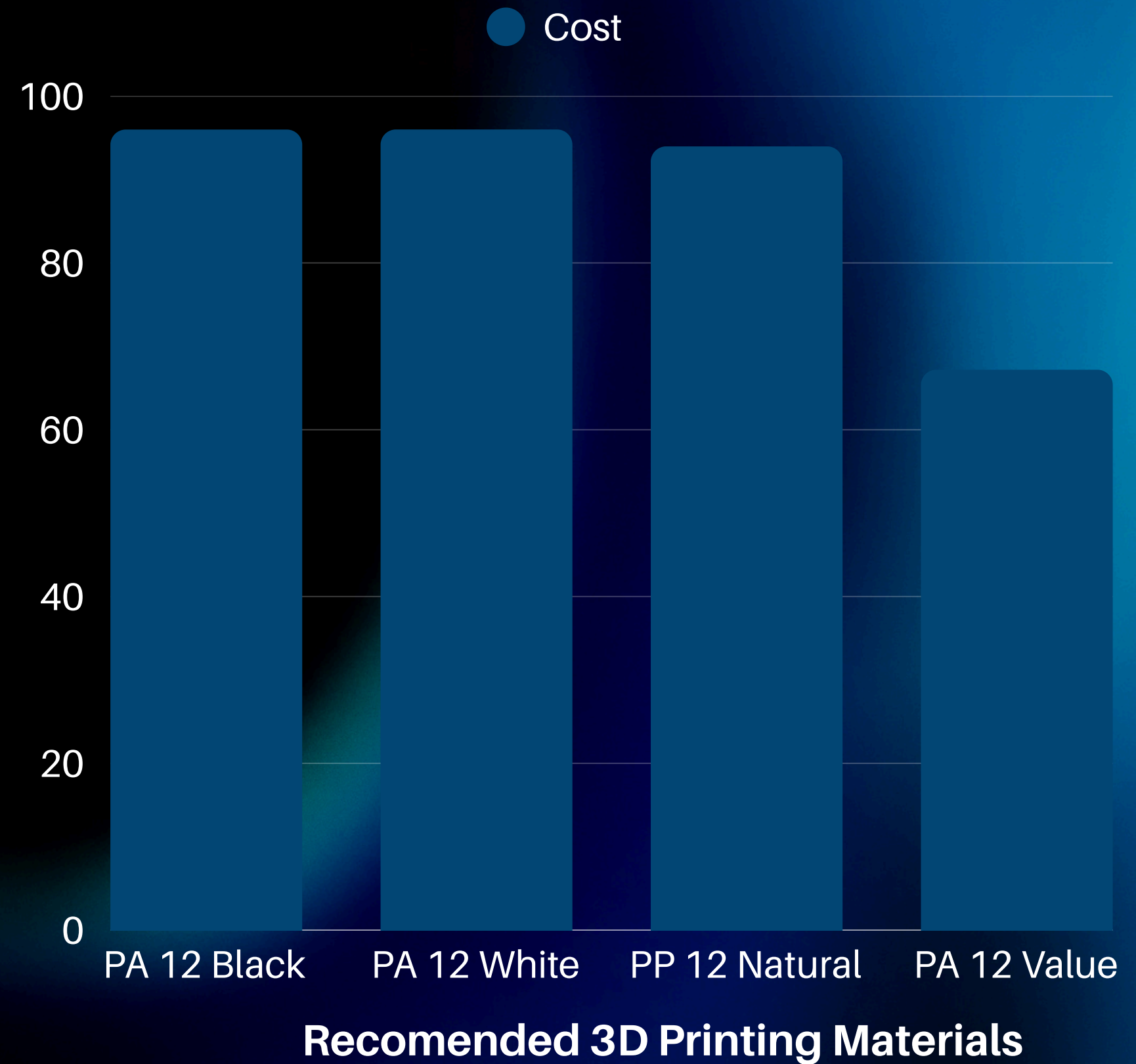
For younger players they can practice and showcase teamwork and organization skills that is benefical for development. While for older groups are able to use this as practice of motor skills and intelligence to retain those needed skills.



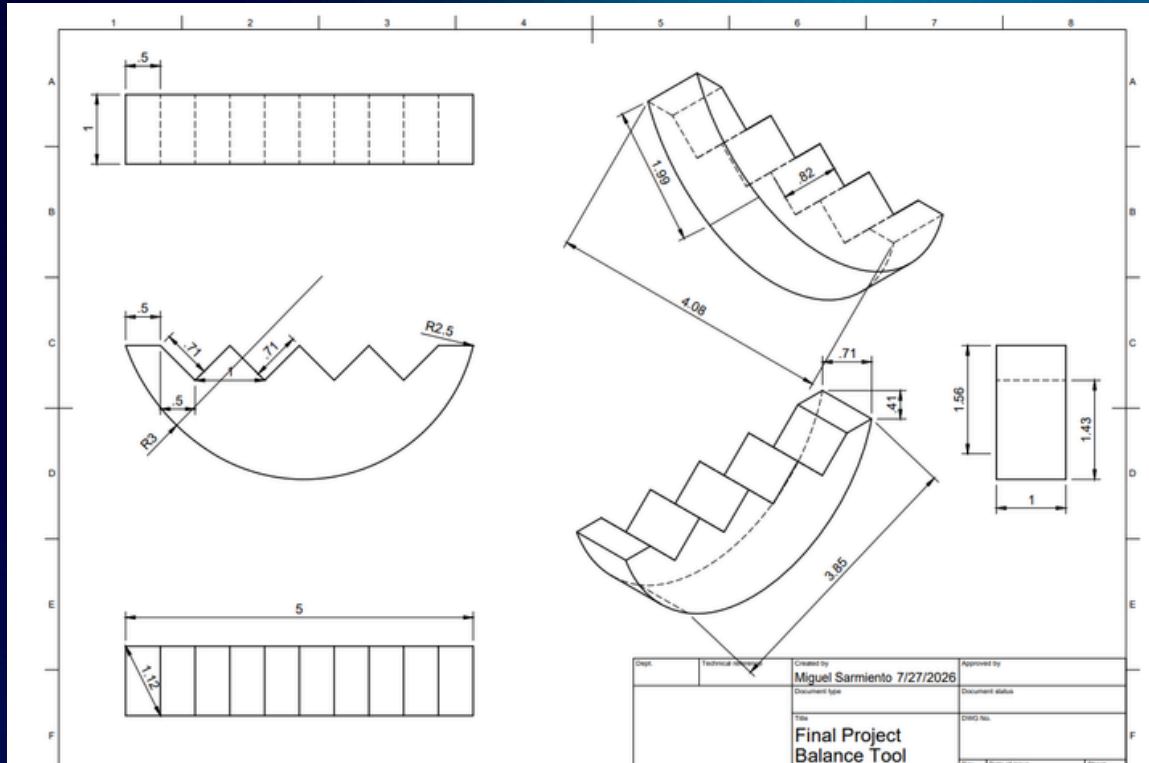
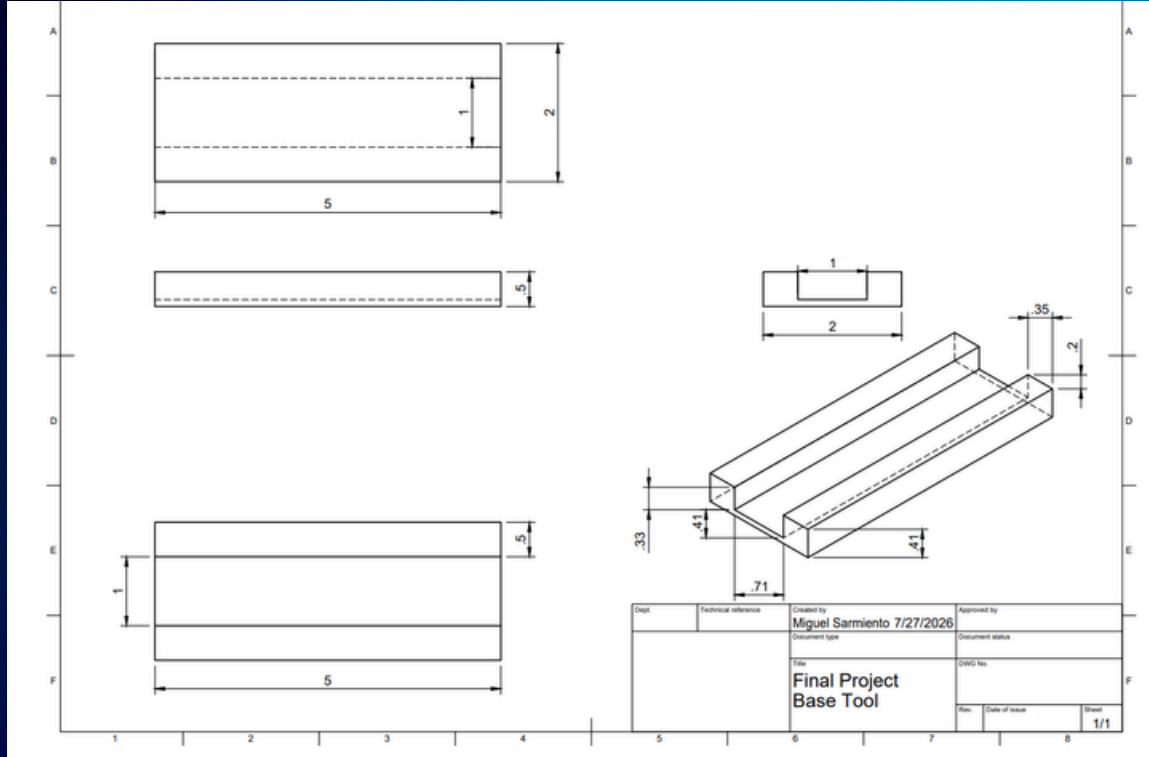
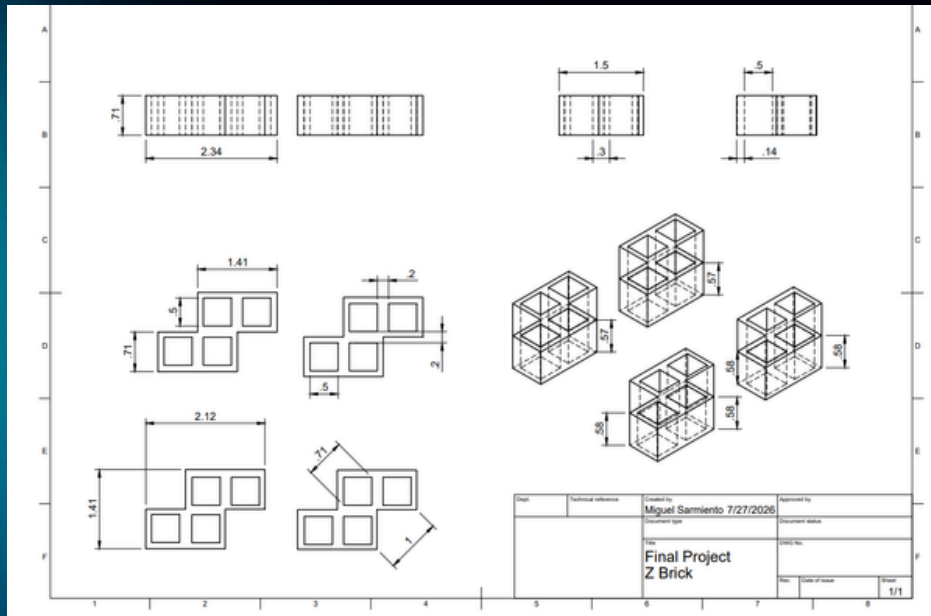
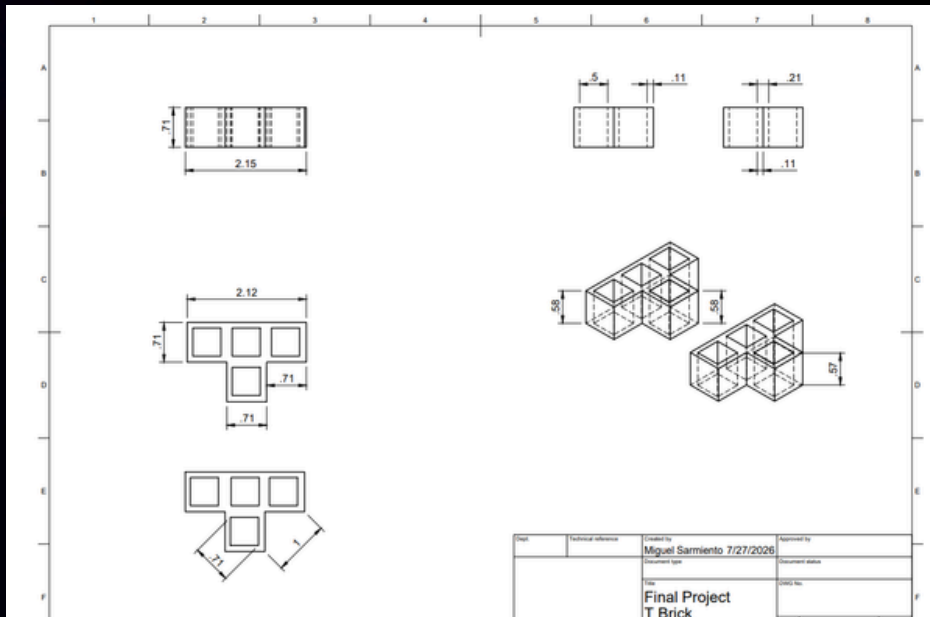
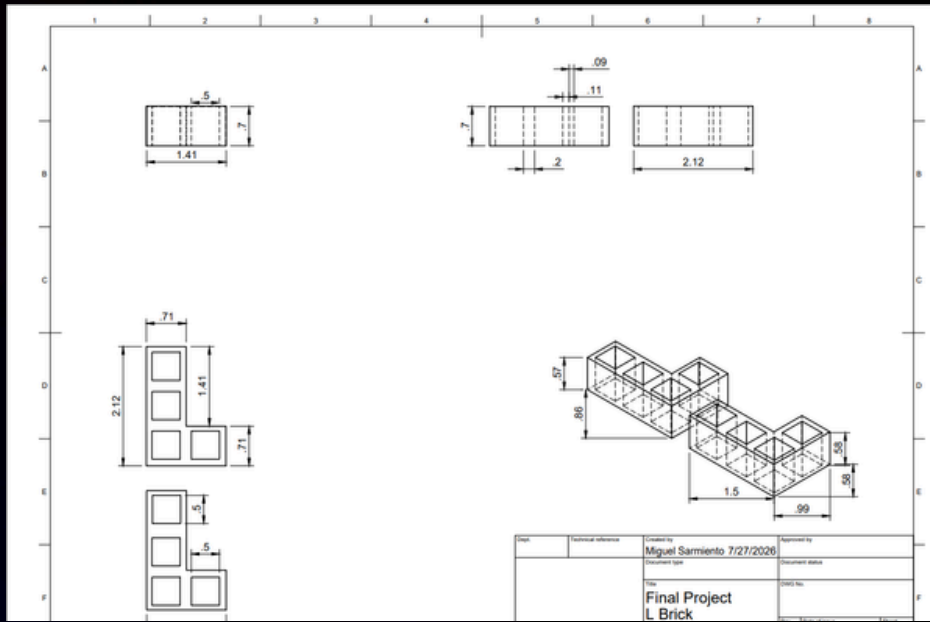
# Retail Price

## Estimation range

The material cost, apart from labor and fees, is a great factor to considering when not only selecting manufactures but the budgeting. The displayed materials are not only effective and practical, but as well less costly options. The highest being from \$6,000 and lowest at \$500.



# Design Features





# Manufacturing & 3D Services

Upon research it was found that using Protolabs for their 3D service provider allowed for a more affordable options as well ensured investment. By partnering with them we not only allow for a bridge to be build but as well potential later deals that can even further save money.



01

## PA 12 Value

By choosing solely this material, in comparison to the latter or more we are able to keep the design simple for player use and still cost friendly.



# Cost Breakdown

Based on appending factors the estimated cost for developing the components is expected be approximately \$457. Labor cost at \$25 per hour, expected to be around 12 hours, is \$300. Manufacturing will be done with partnership with Amazon, which is expected to be \$289 per shipment. That being said the total production cost is \$1,046 and final selling price being \$2092.



**Labor Cost**



**Manufacturing Cost**



**Total Production  
cost**



**Final Selling Price**



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# Big Thanks!

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