A) Human-Planned Architecture

keyboard inputs

assets
sound files

high_scores.csv
high scores data
update · render

Command Stack → Execute in-game commands → Automated falling → Refresh game state → Render current game state
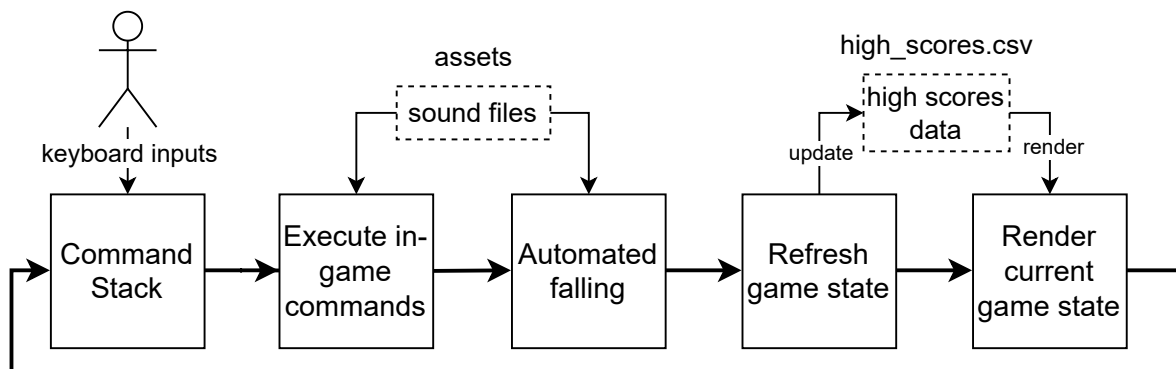
B) GPT Pilot Generated Architecture

keyboard inputs

assets
sound files

all_time_high_scores.json
high scores data
render · update

Automated falling → Receive user inputs → Update piece → Update grid → Render grid → Render screen → Game over: check & render
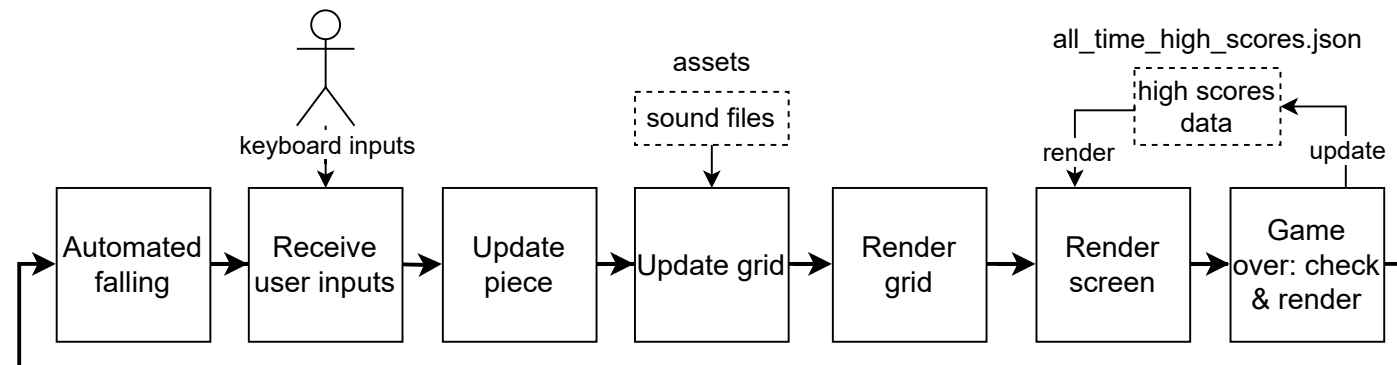
C) ChatGPT Generated Architecture

Mouse inputs · Keyboard inputs

high_scores.json
high scores data
render · update

assets
sound files

Settings menu user inputs → Render grid and menus → Handle game over condition → Receive main game user inputs → Automated falling → Process user inputs