Level 3

Question: Which blocks cannot be moved at all?

Input: InitialGameSetup

Output: list of ids of non-movable blocks
in ascending order

Info: a horizontal block is movable if it can be moved left or right (and does not crash with the walls or other blocks). A vertical block is movable if it can be moved up or down (and does not crash with the walls or other blocks)

Example:

Input: 6 5 3 0 h 2 3 3 1 h 1 5 6 2 v 6 1 3

Output: 1

id = 1, orientation = h, x = 1, y = 5, length = 6

id = 0, orientation = h, x = 2, y = 3, length = 3

Id=2, or.=v, x=6, y=2, length = 2

width