Boolean Tetris

If(active block) then {move downward at constant velocity;)

If(bottom of active block touches base||bottom of active block touches frozen block) then {freeze block&&score 20 points;}

If(frozen block) then {has same properties as base;}

If(active block frozen) then {summon new active block;}

If(summon new active block) then {pick random block from gallery;}

If(active block cannot fall below top) then {game over;}

If(input: LEFT key) then {move active block left by one square;}

If(input: RIGHT key) then {move active block right by one square;}

If(input: DOWN key) then {move active block down by one square;}

If(input: UP key) then {rotate active block 90 degrees clockwise;}

If(input: SPACE key) then {move active block down to surface:}

If(input: [pause button]) then {suspend game-play and music&& summon pause screen;}

If(input: [pause button] during pause mode) then {resume game-play&& remove pause screen;}

If(row filled) then {remove row&&score 100 points;}

If(two rows filled) then {remove rows&&score 200 points;}

If(three rows filled) then {remove rows&&score 400 points;}

If(four rows filled) then {remove rows&&score 800 points;}

If(row(s) removed) then {move any higher blocks down by corresponding number of squares;}

If(move) then {“move” sound;}

If(rotate) then {“rotate” sound;}

If(freeze) then {“freeze” sound;}

If(remove row) then {“remove” sound;}

If(game over) then {stop background music&&play “game over” sound;}