statechart\_0



New\_Game



initParams()



startGame()

/startTetris()



Start\_Game



score=0 && time=0



pauseGame() || quitGame()



nextTile[Game!=over]/dropRandomTile()



updateTime[Game!=over]/updateTime()



removeRow[if(rowIsFull)]/clearRow()

startNewGame[newGame=True]/initParams() && startGame()



Pause\_Game



gamePaused()=True



resumeGame() || quitGame()



puaseTime[gamePaused=True]/pauseTime()



pauseTiles[gamePaused=True]/pauseTileDro...

pauseTheGame[pressPauseButton=True]/pauseGame()

resumeTheGame[resumeGame=True]/resume()



Game\_Over



userQuit()=True || gameEnd()=True



endGame() || restartGame()



displayFinalScore[gameOver=True]/displayScore()

quitTheGame[quitGame=True]/endGame()

startNewGame[newGame=True]/newGame()

quitTheGame[exit=True]/quit()

Page 1 of 1