



Zug: 1. normaler oder Quantenstein?

bool is-quantum

2. eine/zwei spalten

spalte voll?

generiere piece(s) piece-new

3. piece-new. gravity()

4. Messung

↓  
(5. Gravitation)

6. Gewonnen, verloren, tie

np.ndarray board (7x6?)

check\_measure(*none*) → boolean

measure(*column: int*) → *none*

gravity\_column(*column: int*) → *none* } führt für alle Spalten aus

create\_piece(*column: int*) → *none*

create\_quantum\_piece(*column: int*) → *none*

check\_move(*column: int*) → boolean

check\_win() → int

