Design Sequence Diagram :GameGrid :MadnessController :PieceFactory createRandomTetrisPiece() createRandomTetrisPiece() generatePiece(blockId) new Piece() :Piece currentPiece addActor(piece, location) While(game is running) act() moveBlock(keyCode) act() overwritePiece(statistics, piece) overwriteAve(statistics, round, score) res = advance() Alternative [res == False] Alternative [nb == 0] gameOver() [else] setActEnabled(false) setCurrentTetrisBlock(nextTetrisBlock)