```
'stack a cube on a pyramid'
stack a [? top-shape] on a [? bottom-shape]'
            top-shape = 'cube'
         bottom-shape = 'pyramid'
        'pick up a cube'
      'pick up a [? shape]'
         shape = 'cube'
             'move until over a cube'
             'move until over a [? shape]'
                    shape = 'cube'
                           'if a cube is to my left, move left until over a cube,
                     otherwise if a cube is to my right, move right until over a cube'
                               'if [? condition], [? true-branch], otherwise [? false-branch]'
                                              condition = 'a cube is to my left'
                                         true-branch = 'move left until over a cube'
                           false-branch = 'if a cube is to my right, move right until over a cube'
                                       'if [? condition], [? true-branch]'
                                       condition = 'a cube is to my left'
                                  true-branch = 'move left until over a cube,
                       otherwise if a cube is to my right, move right until over a cube'
                    'move slowly until over a cube'
              'attempt to grab block'
              'assert that I am holding a cube'
      'drop the block I am holding on a pyramid'
        'assert that a cube is on a pyramid'
```