Table 1 (Leidy)

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| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 | Start game Button click | Starts game, {Block b | b is randomly generated} |  |
| 2 | Right Button | Block  moves right 1 cell |  |
| 3 | Left Button | Block moves left 1 cell |  |
| 4 | Falling block | {Block b in position x | x != bottom cell} |  |
| 5 | Right Button |  | Block moves left |
| 6 | Left Button |  | Block moves right |
| 7 | Falling block | {Block b in position x | x != another Blocks position} |  |
| 8 | Falling block |  | {Block b in position x | x == another Blocks position} |
| 9 | New block | {Block b | b is randomly generated} |  |
| 10 | Block | {Block b at bottom cell x | lock block b at position x} |  |