**Building Mode:**

* Add any available gizmo type to the playing area
* Move a gizmo from one place to another on the playing area
* Reject all attempts to overlap previously placed gizmos
* Reject all attempts to place or move gizmos beyond the playing area
* Rotate any gizmo by 90 degrees clockwise
* Connect a key-press trigger to the action of a gizmo
* Add a ball to the playing area
* Specify the position and velocity of the ball-flipper
* Reject all attempts to place the ball over a gizmo
* Reject all attempts to place the ball out side of the playing area
* User can name save file
* Switch to running mode
* Quit application

**Running mode:**

* Press keys, generating triggers that may be connected to gizmo actions
* Switch to build mode (delay transitional states)
* Load board files from running mode
* Quit application