# Revised Specification

Building Mode:

* Add any available gizmo type to the playing area
  + These gizmos are in the form of square, circular and triangular bumpers and flippers
* Move a gizmo from one place to another on the playing area
* Delete a gizmo that has been placed
* 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 and 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 save their board configuration and specify the name of the file
* User can load a previously saved board configuration
* Switch to running mode
* Quit application

Running mode:

* Press keys, generating triggers that may be connected to gizmo actions
* Switch to build mode (delay for transitional states)
* Allow the user to start the game, and to pause the game.
* Allow the user to restart the game from the paused state.
* Load board files from running mode
* Quit application