

Tetris1.GameState.Rotate
BlockClockWise



```
graph LR; A[Tetris1.GameState.RotateBlockClockWise] --> B[Tetris1.Block.RotateClockWise]; A --> C[Tetris1.Block.RotateCounterClockWise];
```

Tetris1.Block.RotateClockWise

Tetris1.Block.RotateCounter
ClockWise