

Tetris1.GameState.MoveRight



```
graph LR; A[Tetris1.GameState.MoveRight] --> B[Tetris1.Block.Move]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is dark gray and contains the text 'Tetris1.GameState.MoveRight'. The right box is white and contains the text 'Tetris1.Block.Move'. A blue arrow points from the right side of the left box to the left side of the right box.

Tetris1.Block.Move