

## Tetris1.GameState

- + gameSpeed
  - + CurrentBlock
  - + GameGrid
  - + Queue
  - + GameOver
  - + Score
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- + GameState()
  - + RotateBlockClockWise()
  - + RotateBlockCounterClockWise()
  - + MoveLeft()
  - + MoveRight()
  - + MoveBlockDown()