Tetris::GameController ::currentblockrotate Tetris::GameController ::currentusermoveleft Tetris::GameController ::currentusermoveright Tetris::GameController ::saveBlockAndCheck Tetris::GameController ::checkEnd Tetris::Users::GameUser Tetris::GameController ::getCurrentX ::getVisualizedBoard Tetris::GameController ::canmoveleft Tetris::GameController ::canmoveright Tetris::GameController ::candropdown Tetris::GameController ::switchBlock Tetris::GameController ::getCombinedBoard