TETRIS GAME LOGIC

Create a stack of 3 random blocks called block stack.

Update Level (Start lvl 1) and set lines cleared to zero.

If lvl < 20
true → Adjust to new speed factor

false

if lines cleared >= 10
true
false

Pop block stack. Generate new block randomly and add to block stack.

If movement input is detected
true → Change the orientation of the block

false

If time elapsed is more than speed factor and it is possible to drop block down by one cell.
true → Drop block down by one cell

false

If time elasped is > time per block
true
false