helper funcs

mapcar
mapc
every

shape <=> grid ops

canplace
show
hide
occupy
move
rotate
drop

game play funcs

startgame
runnextshape
tick
resume
pause

22<<space>>
72 <<h>>
80 <<p>>
38<< ↑ >>"up"
40<<↓>>"down"
37<< ← >>"left"
39<< → >>"right"

shape methods

getcellarray
getcolor
move
rotate

attributes:

--descriptor
--orientation
--position

constructor:

position

grid methods

colorcell
clearcell
occupycell
unoccupycell
cellinbounds
celloccupied
eliminatefullrows
rowfull
movecelldown
eliminaterow

attributes:

--cols
--rows
--color
--border
--background
--rowarray

constructor:

cols,rows
color,border
bordercolor,
x,y,width
height

message methods

show
hide

attributes:

--node

constructor

txt
position
style

SHAPE

- GETCELLARRAY
- GETCOLOR
- MOVE — dx dy
- ROTATE

SHAPE <=> GRID

- CANPLACE
- SHOW — mapc
- HIDE — mapc
- OCCUPY — mapc
- MOVE — canplace
- ROTATE
- DROP

GRID

- COLORCELL
- CLEARCELL
- OCCUPYCELL
- UNOCCUPYCELL
- CELLINBOUNDS
- CELLOCCUPIED
- ELIMINATEFULLROWS

START GAME

- SHOW
- TICK

TICK

- MOVE — T
- F
- RUNEXTSHAPE — T
- F

RUNNEXTSHAPE

- OCCUPY
- HIDE
- CANPLACE
- SHOW

GAMEOVER