

objects en game ✓

Randomize positions ✓ kinda

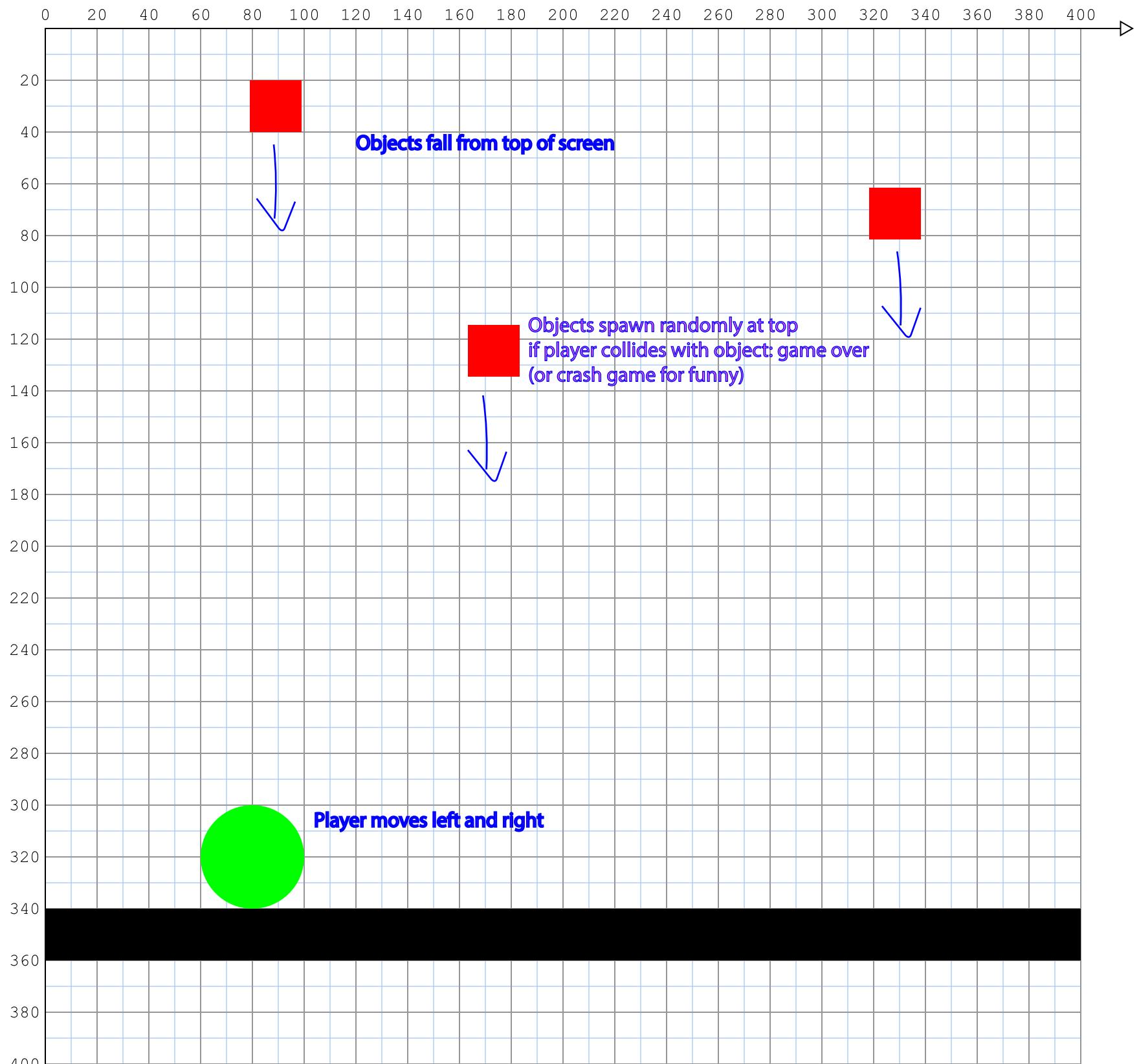


figure out input ✓

objects fall ✓