

objects end game ✓

Randomize positions ✓

← kinda

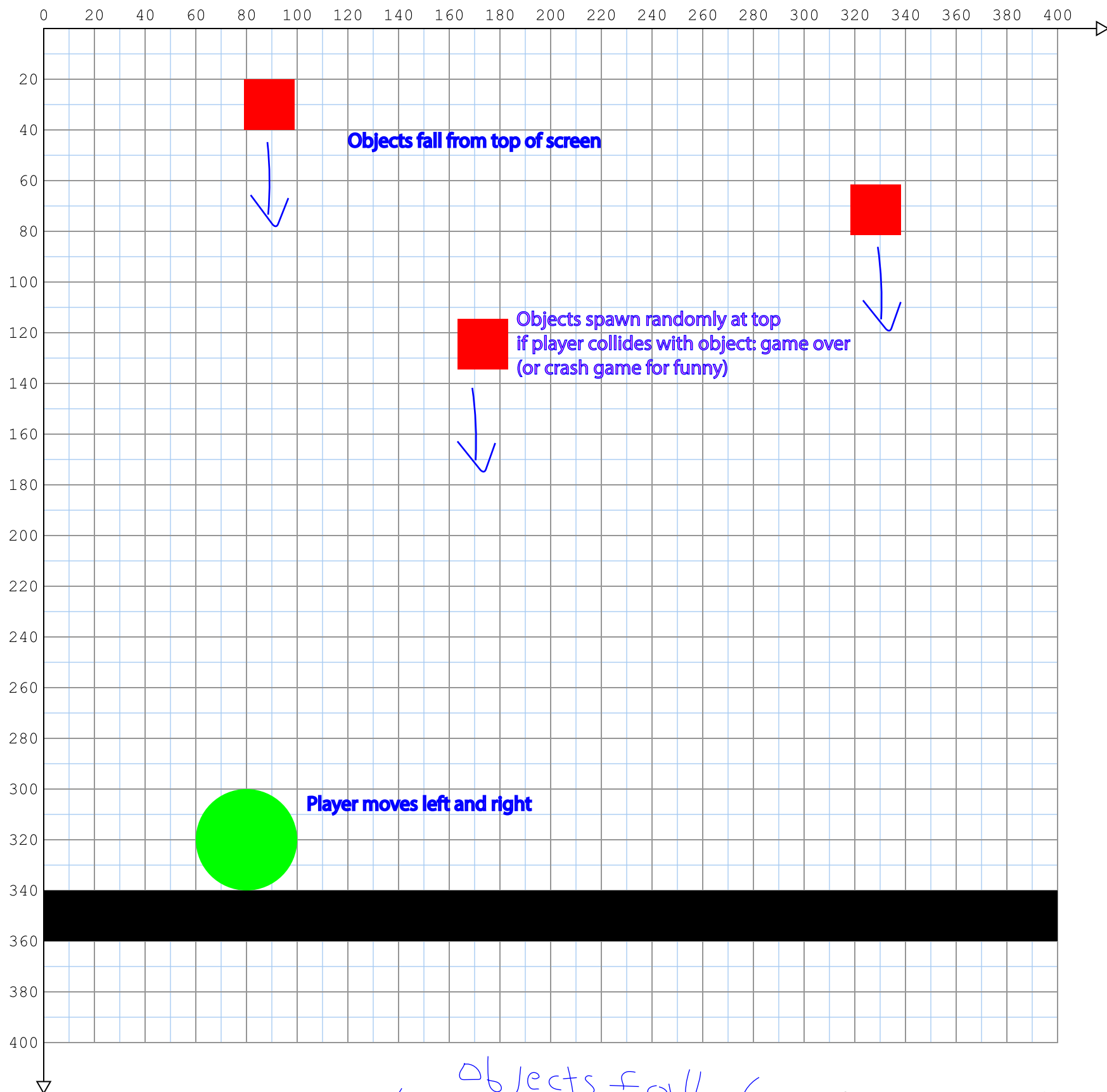


figure out input ✓

objects fall ✓