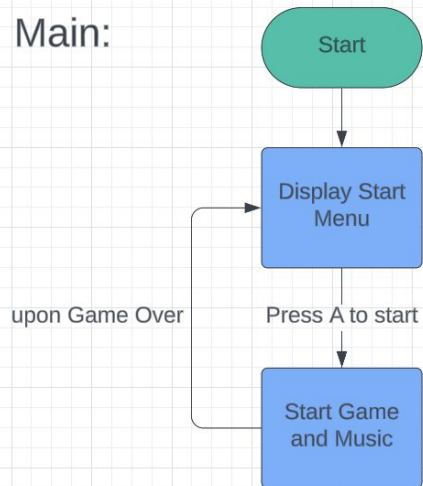
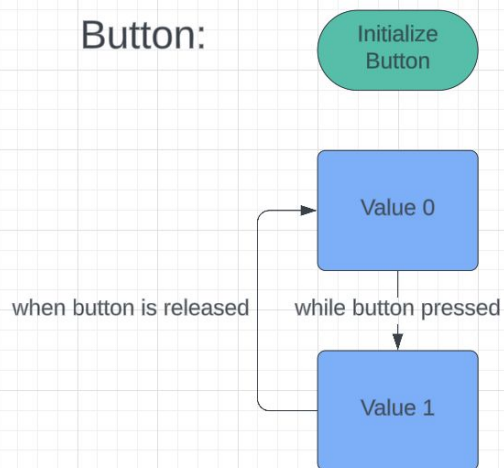


Flow Diagrams

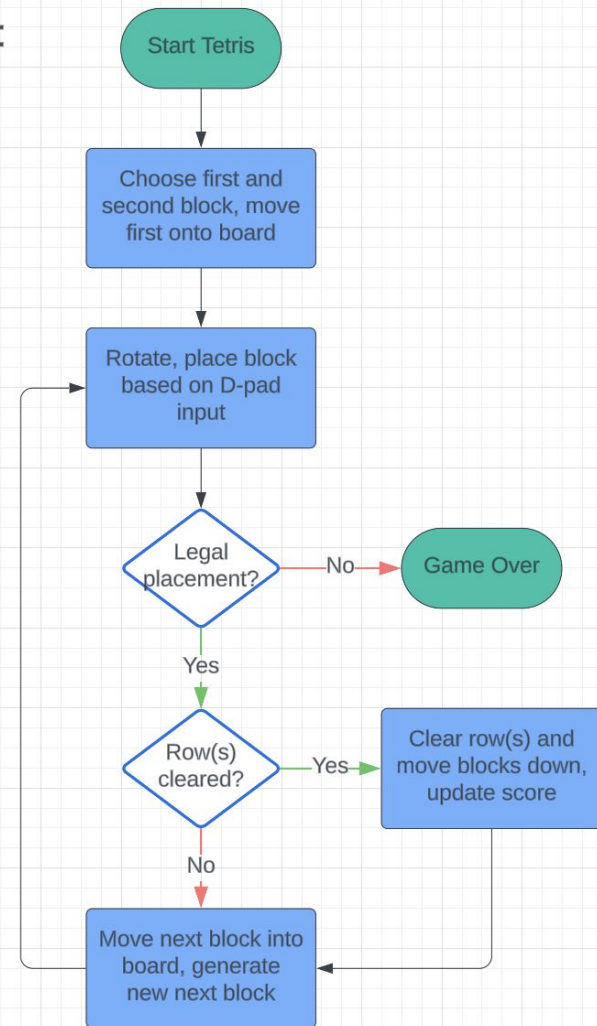
Main:



Button:



Tetris:



Core Functions

- Start Menu:
 - Start play Tetris
- Play Tetris:
 - Generate blocks (show next block as current block enters play as in NES Tetris)
 - Move blocks
 - Take input from buttons (↑: hard drop, ↓: soft drop, ←: move left, →: move right, A: rotate clockwise, B: rotate counterclockwise)
 - Check for full row and clear as necessary
 - Keep score using Tetris scoring rules
 - Upon end of game, navigate back to start menu
- Play Music:
 - Play classic Tetris music during gameplay (while Play Tetris is running)
 - Play sound effects for block rotation, row clearing, game over