Background

Pattern blocks is a kids' puzzle game. The game contains 15 blocks and various silhouette cards.

The goal of the game is to position the blocks in a way that will cover the silhouette and only the silhouette on the cards. The player can move blocks along x/y axes and rotate each block.

Assignment

Write a pseudocode algorithm that solves the above puzzle.

Assume that there are built-in functions to move and rotate blocks, as well as to validate a solution or partial solutions.

If you must make additional assumptions about the bounds of the game, clearly state them.