

GameGrid

- theGrid: pair string pair integer integer
- fallen: boolean
- gameOver: boolean
- level: integer
- score: integer
- highScore: integer
- x: integer
- y: integer
- idnum: integer
- w: Xwindow*
- width: integer
- height: integer
- + isGameOver(Tetrimino&): boolean
- + setGameOver(boolean): void
- + getGameOver(): boolean
- + wallCollision(integer): void
- + rotateCollision(integer integer): void
- + blockCollision(integer integer): void
- + rotate(Tetrimino& string): void
- + moveRight(Tetrimino&): void
- + moveLeft(Tetrimino&): void
- + moveDown(Tetrimino&): void
- + drop(Tetrimino&): void
- + setFallen(boolean): void
- + fullRows(): void
- + clearRows(integer): void
- + setLevel(integer): void
- + getLevel(): integer
- + setScore(integer): integer
- + setHighScore(integer): void
- + getHighScore(): integer
- + Scoring_Search(integer integer): void
- + setGrid(Tetrimino*):void
- + setX(integer): void
- + setY(integer): void
- + ostream& operator<<
- + drawCell(integer integer string): void
- + deleteCell(integer integer): void