MainModel	
Responsibilities	Collaborators
 Initialize bag Pick next Tetrimino Lock active Tetrimino Hold active Tetrimino Move active Tetrimino Instant-drop active Tetrimino Rotate active Tetrimino 	GameBoardTetriminoTShapeDirection

MainView	
Responsibilities	Collaborators
 Render game screen Render next Tetrimino preview Render held Tetrimino preview Render high scores screen Render menu screen 	 MainController GameBoardComponent TetriminoPreviewComponent TetriminoComponent ScoreBoardComponent BasicTetrisState PixelDimension

BasicTetrisState	
Responsibilities	Collaborators
 Pass rendering responsibility to MainController Contain necessary graphics/sounds 	MainController

TetriminoComponent	
Responsibilities	Collaborators
Render a Tetrimino	Tetrimino

ScoreBoardComponent	
Responsibilities	Collaborators
Render a ScoreBoard	ScoreBoard

TetrisMain	
Responsibilities	Collaborators
Launch Game	MainModel MainView MainController

MainController	
Responsibilities	Collaborators
 Interperet user input Distribute control Manage game clock Update BasicTetrisStates Pass render responsibilities back to model 	MainModel MainView BasicTetrisState State KeyMap Direction

Tetrimino	
Responsibilities	Collaborators
Contain 4 Blocks in a specific shape	Block TShape

TetriminoPreviewComponent	
Responsibilities	Collaborators
Render a Tetrimino preview	Tetrimino

TetriminoComponent	
Responsibilities	Collaborators
Render a Tetrimino	Tetrimino