grid

BeltGrid

+addNewBrick()	(void)
+moveAllBricks()	(void)
+getFallingBricks()	(Brick[])

Grid

-rows	(int)
-cols	(int)
-bricks	(Bricks[])
+getRows()	(int)
+getCols()	(int)

CarrierGrid

-releasedBricks	(Brick[])
+getReleasedBricks()	(Brick[])
+addReleasedBrick(Brick)	(void)

StackGrid

-pointsScored	(int)
+receiveBricks(Brick[])	(boolean)
+resetPointsScored()	(int)

Carrier

-col	(int)
-row	(int)
-releaseBrick()	(void)
+addBrick(Brick)	(void)
+getCol()	(int)

Game

-score	(int)
-betlGrid	(BeltGrid)
-carrierGrid	(CarrierGrid)
-stackGrid	(StackGrid)
-carrier	(Carrier)
+init()	(void)
+start()	(void)

brick

Brick

-color	(BrickColor)
-col	(int)
-row	(int)
+getColor()	(BrickColor)
+getCol()	(int)
+getRow()	(int)
+moveDown()	(boolean)

<<create>>

<<Enumeration>>
BrickColor

-memberName	
+getColor()	(Color)

BrickFactory

-memberName	
+createNewBrick()	(Brick)