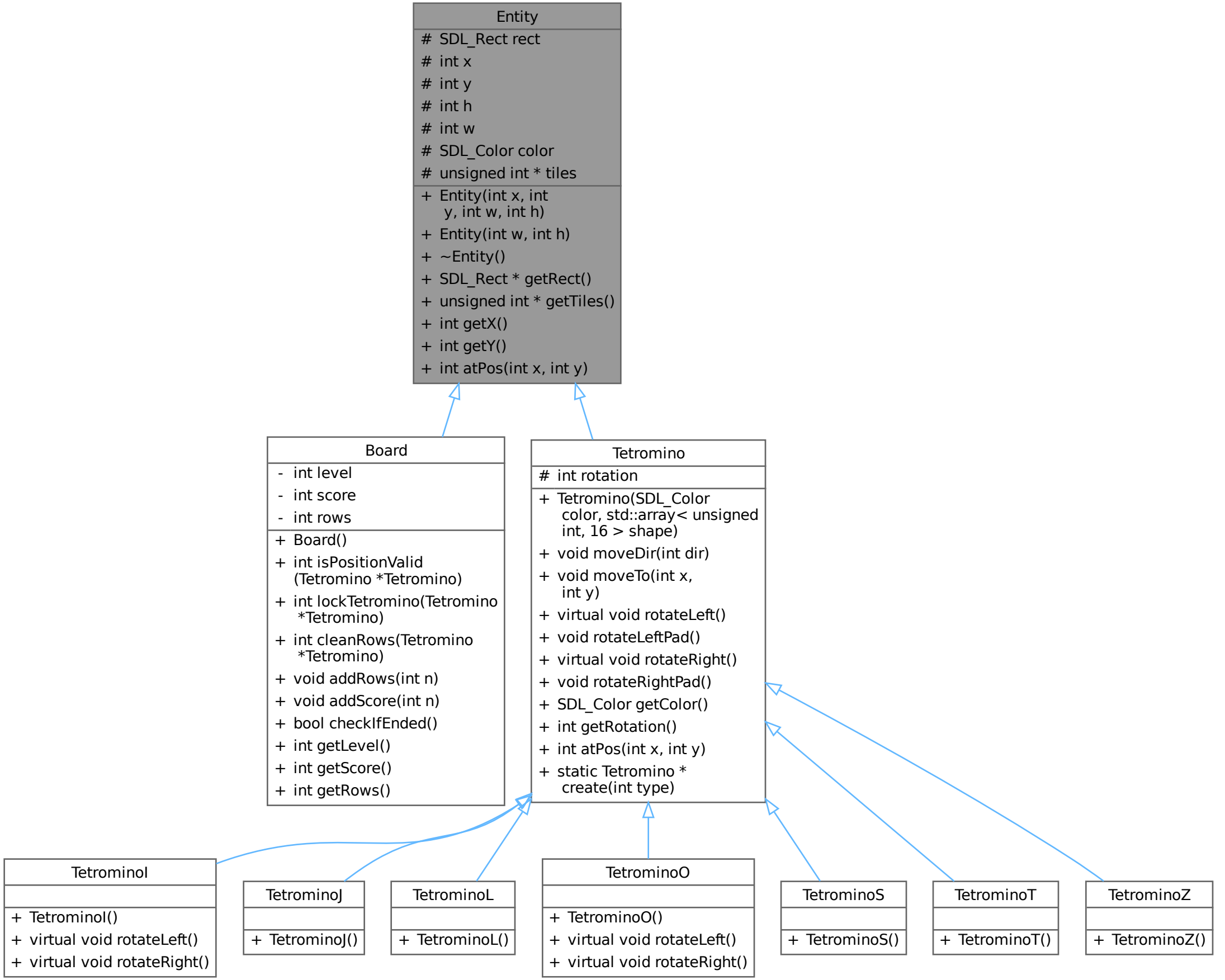
Entity
SDL_Rect rect
int x
int y
int h
int w
SDL_Color color
unsigned int * tiles
+ Entity(int x, int y, int w, int h)
+ Entity(int w, int h)
+ ~Entity()
+ SDL_Rect * getRect()
+ unsigned int * getTiles()
+ int getX()
+ int getY()
+ int atPos(int x, int y)
Board
- int level
- int score
- int rows
+ Board()
+ int isPositionValid (Tetromino *Tetromino)
+ int lockTetromino(Tetromino *Tetromino)
+ int cleanRows(Tetromino *Tetromino)
+ void addRows(int n)
+ void addScore(int n)
+ bool checkIfEnded()
+ int getLevel()
+ int getScore()
+ int getRows()
Tetromino
int rotation
+ Tetromino(SDL_Color color, std::array< unsigned int, 16 > shape)
+ void moveDir(int dir)
+ void moveTo(int x, int y)
+ virtual void rotateLeft()
+ void rotateLeftPad()
+ virtual void rotateRight()
+ void rotateRightPad()
+ SDL_Color getColor()
+ int getRotation()
+ int atPos(int x, int y)
+ static Tetromino * create(int type)
TetrominoI
+ TetrominoI()
+ virtual void rotateLeft()
+ virtual void rotateRight()
TetrominoJ
+ TetrominoJ()
TetrominoL
+ TetrominoL()
TetrominoO
+ TetrominoO()
+ virtual void rotateLeft()
+ virtual void rotateRight()
TetrominoS
+ TetrominoS()
TetrominoT
+ TetrominoT()
TetrominoZ
+ TetrominoZ()