Entity

rect
x
y
h
w
color
tiles
+ Entity()
+ Entity()
+ ~Entity()
+ getRect()
+ getTiles()
+ getX()
+ getY()
+ atPos()

Tetromino

rotation
+ Tetromino()
+ moveDir()
+ moveTo()
+ rotateLeft()
+ rotateLeftPad()
+ rotateRight()
+ rotateRightPad()
+ getColor()
+ getRotation()
+ atPos()
+ create()

TetrominoI

+ TetrominoI()
+ rotateLeft()
+ rotateRight()