```
Entity
   # rect
   # x
   # y
   # h
   # w
   # color
   # tiles
   + Entity()
   + Entity()
   + ~Entity()
   + getRect()
   + getTiles()
   + getX()
   + getY()
   + atPos()
        Λ
    Tetromino
#
  rotation
  Tetromino()
  moveDir()
+ moveTo()
+ rotateLeft()
+ rotateLeftPad()
+ rotateRight()
+ rotateRightPad()
+ getColor()
+ getRotation()
+ atPos()
+ create()
   TetrominoO
 + TetrominoO()
 + rotateLeft()
```

+ rotateRight()