Entity # SDL Rect rect # int x # int v # 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)
+ void addRows(int n)
+ void addScore(int n)
+ bool checkIfEnded()

+ int getLevel()+ int getScore()+ int getRows()

(Tetromino *Tetromino)
+ int lockTetromino(Tetromino

+ int cleanRows(Tetromino