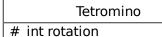
Entity # SDL Rect rect # int x # int y # int h # int w # SDL Color color # unsigned int * tiles + Entity(int x, int y, int w, int h) + Entity(int w, int h) + ~Entity() + SDL Rect * getRect() + unsigned int * getTiles() + int getX() + int getY() + int atPos(int x, int y)



+ 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)

