```
GameView
# renderer
# window
# boardTexture
# boardTileTexture
# tetrominoTexture
# tetrominoTileTexture
# font
+ GameView()
+ ~GameView()
+ Draw()
# DrawEntity()
# DrawBoard()
# DrawTetromino()
# DrawStats()
# DrawNextTetromino()
   MultiGameView
 font
+ MultiGameView()
```

+ ~MultiGameView()+ Draw()+ DrawWaitConnection()+ DrawWaitStart()

+ DrawResults()