```
Entity
   # rect
   # x
   # y
   # h
   # w
   # color
   # tiles
   + Entity()
   + Entity()
   + ~Entity()
   + getRect()
   + getTiles()
   + getX()
   + getY()
   + atPos()
        Λ
      Board
  level
  score
  rows
+ Board()
+ isPositionValid()
+ lockTetromino()
+ cleanRows()
+ addRows()
+ addScore()
+ checkIfEnded()
+ getLevel()
+ getScore()
+ getRows()
```