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

int rotation
+ 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)

TetrominoZ

+ TetrominoZ()