```
Entity
   # rect
   # X
   # V
   # h
   # w
   # color
   # tiles
   + Entity()
   + Entity()
   + ~Entity()
   + getRect()
   + getTiles()
   + getX()
   + getY()
   + atPos()
        Λ
    Tetromino
  rotation
#
  Tetromino()
+
  moveDir()
+ moveTo()
+ rotateLeft()
+ rotateLeftPad()
+ rotateRight()
+ rotateRightPad()
+ getColor()
+ getRotation()
+ atPos()
+ create()
    TetrominoJ
```

Tetromino()