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)

TetrominoL

+ TetrominoL()