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| GameLogic | |
| Initializes the game board with specific or default size  Starts the game with specific or default difficulty level  Randomly generates shapes  Transmits user-input/downward-fall to GameBoard for movement  Calls collision checks  Calls check for complete lines in block  Calls rebuild block after eliminating lines  Eliminates the merged shapes from the board  Updates score  Increases difficulty level at certain thresholds  Checks if the game is over | GameBoardMatrix  RulesSet  GUI  DataPersistence |

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| DataPersistence | |
| Keeps best scores ever  Keeps the predefined shape matrix sets  Keeps custom settings, like colors, board size, etc |  |

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| GameBoard | |
| Keeps the current state of the game matrix  Executes movement commands received from GameLogic  Transmits rotate command to Shape  Checks collision of the shape with the block  Calls the merge shape with block method | BlockMatrix  ShapeMatrix |

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| BlockMatrix | |
| Keeps the state of block of gathered shapes  Merges the shape with the block  Checks for complete lines  Rebuilds the block after eliminating the completed lines |  |

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| Shape | |
| Rotates the shapes by rotating the matrix clockwise  Rotates the shapes by rotating the matrix counterclockwise | ShapeMatrix |

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| GUI | |
| Draws the current state of the board  Shows the difficulty level  Shows the score  Gets user input | GameLogic  GameBoardMatrix  DataPersistence |

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| ShapeMatrix | |
| Keeps 4x4 matrix |  |