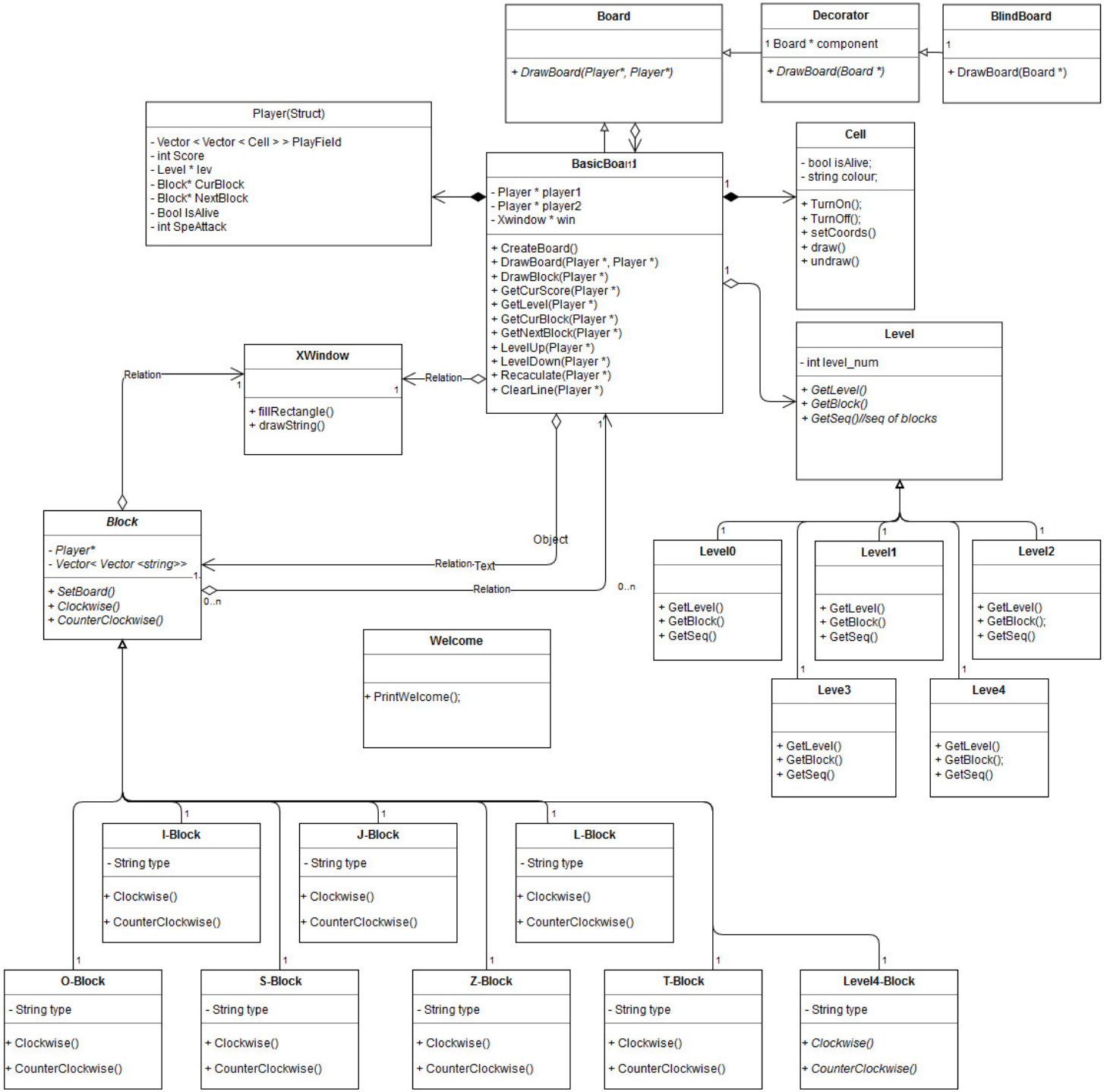
Board
+ DrawBoard(Player*, Player*)
Decorator
1 Board * component
+ DrawBoard(Board *)
BlindBoard
1
+ DrawBoard(Board *)
Player(Struct)
- Vector < Vector < Cell > > PlayField
- int Score
- Level * lev
- Block* CurBlock
- Block* NextBlock
- Bool IsAlive
- int SpeAttack
BasicBoard
- Player * player1
- Player * player2
- Xwindow * win
+ CreateBoard()
+ DrawBoard(Player *, Player *)
+ DrawBlock(Player *)
+ GetCurScore(Player *)
+ GetLevel(Player *)
+ GetCurBlock(Player *)
+ GetNextBlock(Player *)
+ LevelUp(Player *)
+ LevelDown(Player *)
+ Recaculate(Player *)
+ ClearLine(Player *)
Cell
- bool isAlive;
- string colour;
+ TurnOn();
+ TurnOff();
+ setCoords()
+ draw()
+ undraw()
Level
- int level_num
+ GetLevel()
+ GetBlock()
+ GetSeq()//seq of blocks
XWindow
+ fillRectangle()
+ drawString()
Relation
Relation
Block
- Player*
- Vector< Vector <string>>
+ SetBoard()
+ Clockwise()
+ CounterClockwise()
Object
Relation
Text
Relation
0..n
Welcome
+ PrintWelcome();
Level0
+ GetLevel()
+ GetBlock()
+ GetSeq()
Level1
+ GetLevel()
+ GetBlock()
+ GetSeq()
Level2
+ GetLevel()
+ GetBlock();
+ GetSeq()
Leve3
+ GetLevel()
+ GetBlock()
+ GetSeq()
Leve4
+ GetLevel()
+ GetBlock();
+ GetSeq()
I-Block
- String type
+ Clockwise()
+ CounterClockwise()
J-Block
- String type
+ Clockwise()
+ CounterClockwise()
L-Block
- String type
+ Clockwise()
+ CounterClockwise()
O-Block
- String type
+ Clockwise()
+ CounterClockwise()
S-Block
- String type
+ Clockwise()
+ CounterClockwise()
Z-Block
- String type
+ Clockwise()
+ CounterClockwise()
T-Block
- String type
+ Clockwise()
+ CounterClockwise()
Level4-Block
- String type
+ Clockwise()
+ CounterClockwise()