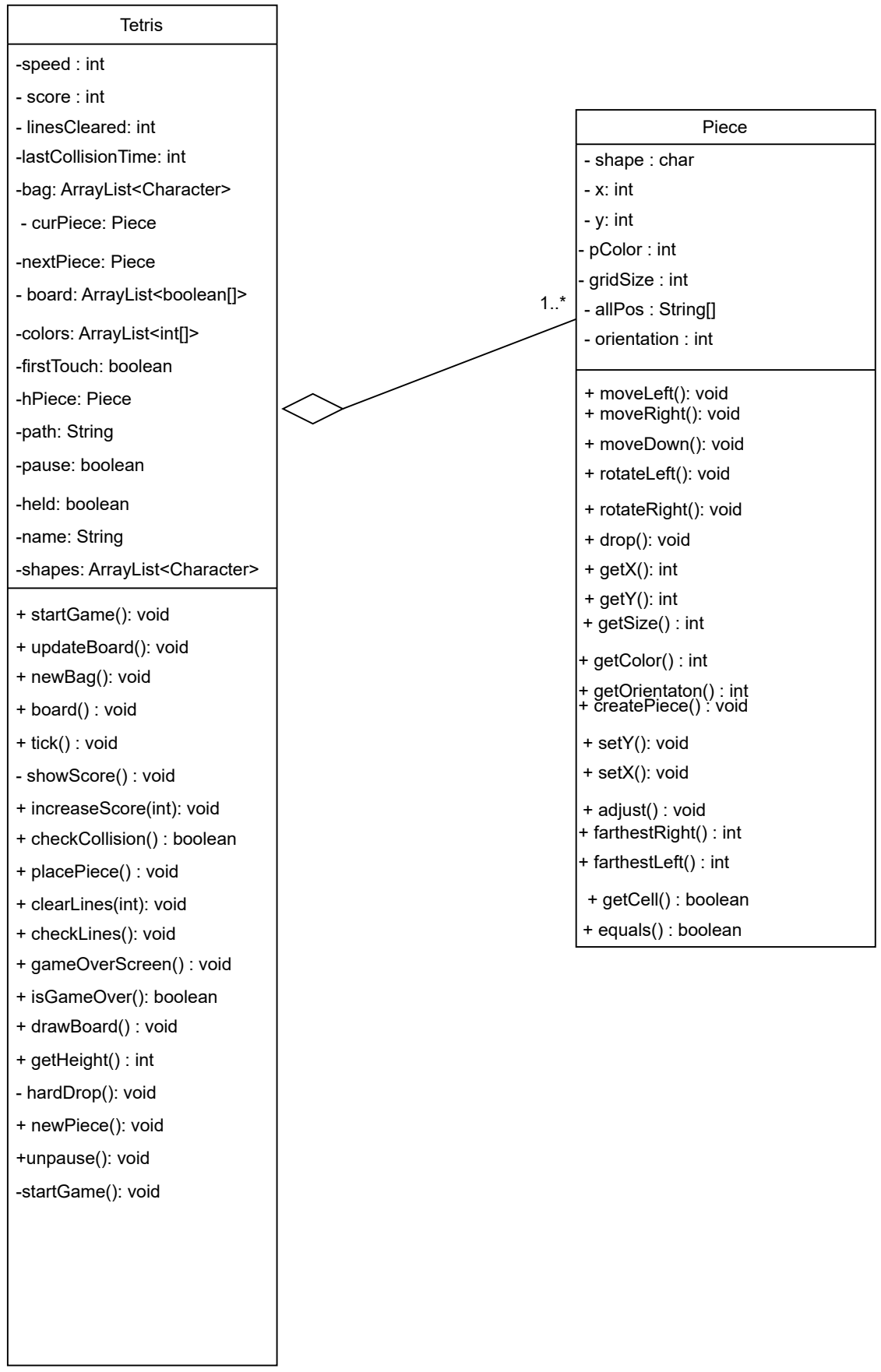
Tetris
-speed : int
- score : int
- linesCleared: int
-lastCollisionTime: int
-bag: ArrayList<Character>
- curPiece: Piece
-nextPiece: Piece
- board: ArrayList<boolean[]>
-colors: ArrayList<int[]>
-firstTouch: boolean
-hPiece: Piece
-path: String
-pause: boolean
-held: boolean
-name: String
-shapes: ArrayList<Character>
+ startGame(): void
+ updateBoard(): void
+ newBag(): void
+ board() : void
+ tick() : void
- showScore() : void
+ increaseScore(int): void
+ checkCollision() : boolean
+ placePiece() : void
+ clearLines(int): void
+ checkLines(): void
+ gameOverScreen() : void
+ isGameOver(): boolean
+ drawBoard() : void
+ getHeight() : int
- hardDrop(): void
+ newPiece(): void
+unpause(): void
-startGame(): void
1..*
Piece
- shape : char
- x: int
- y: int
- pColor : int
- gridSize : int
- allPos : String[]
- orientation : int
+ moveLeft(): void
+ moveRight(): void
+ moveDown(): void
+ rotateLeft(): void
+ rotateRight(): void
+ drop(): void
+ getX(): int
+ getY(): int
+ getSize() : int
+ getColor() : int
+ getOrientaton() : int
+ createPiece() : void
+ setY(): void
+ setX(): void
+ adjust() : void
+ farthestRight() : int
+ farthestLeft() : int
+ getCell() : boolean
+ equals() : boolean