

Block
-x:int -y:int
+X:int +Y:int

Blocks
-blockA -blockB -blockC -blockMiddle
+Blocks -newBlockCube:void -newBlockI:void -newBlockJ:void -newBlockL:void -newBlockS:void -newBlockT:void -newBlockZ:void +newRandomBlock

Teil von Modell

Contoller

TetrisGame
-block:Blocks -color:int -form:TetrisForm -gameFieldint[,]
-ClearRows:void +doenByOne:void -IsGameOver:bool +moveLeft:void +moveRight:void +newBlock:void +nextTick:void +rotateBlock:void +TetrisGame -updateGameField:void

View

TetrisForm
-buffer:Bitmap -bufferG:Graphics -buttonRestartGame:Button -components:IContainer -g:Graphics -game:TetrisGame -gameActive:bool -GameTimer:Timer -label1:Label -labelGameOver:Label -labelHighscore:Label -labelLogInfo:Label -labelScore:Label -panelGame:Panel -textBoxHighscore:TextBox -textBoxLoginfo:TextBox -textBoxScore:TextBox
-buttonRestartGame_Click:void -CenterPanel:void #Dispose:void -DrawBlock:void +GameOver:void -GameTimer_tick:void -InitalizeComponent:void +PlaceBlock:void +ResetGameField:void +TetrisForm -TetrisForm_KeyDown:void -TetrisForm_Load:void +UpdateGamePanel:void