ViewGameBoard

- pictureBoxGameTile0 0: PictureBox
- pictureBoxGameTile0 1 : PictureBox

- pictureBoxGameTile19:9 : PictureBox
- lblScore : Label
- controler : GameBoardControler
- player : SoundPlayer
- + ViewGameBoard()
- onGameOver(object sender, EventArgs args) : void
- onGameBoardChanged(object sender, EventArgs args) : void
- ViewGameBoard KeyDown(object sender, KeyEventArgs e): void
- ViewGameBoard FormClosing(object sender, FormClosingEventArgs e): void

+ callRender(): void + nachLinks(): void + nachRechts(): void + nachLinksDrehen(): void + nachRechtsDrehen(): void + nachUnten(): void + GetGameBoardWithActiveBlock(): GameBoard + GetScore(): int + StopTimer(): void

IControlerGameBoard

Δ

ControlerGameBoard

- + event EventHandler GameBoardChanged
- + event EventHandler GameOver
- board : GameBoard - activeBlock : Block
- timer : Timer
- baseGameSpeed : int
- gameSpeedMultiplicatorIncrease: double
- + ControlerGameBoard()
- autoDrop(object sender, EventArgs e) : void
- + callRender(): void + nachLinks(): void
- + nachRechts(): void
- + nachLinksDrehen(): void
- + nachRechtsDrehen(): void
- + nachUnten(): void
- + GetGameBoardWithActiveBlock(): GameBoard
- + GetScore(): int + StopTimer(): void

- Block()

Block

- blockMidCords : int Array

- + nachLinks(GameBoard gameBoard) : bool
- + nachRechts(GameBoard gameBoard): bool

- + nachUnten(GameBoard gameBoard) : bool

IBlock

- + nachLinks(GameBoard gameBoard) : bool
- + nachRechts(GameBoard gameBoard): bool
- + nachLinksDrehen(GameBoard gameBoard) : bool
- + nachRechtsDrehen(GameBoard gameBoard) : bool
- + nachUnten(GameBoard gameBoard) : bool
- + getAbsoluteBlockCords : int 2D Array



- relativeBlockCords : int 2D Array
- blockColor : color

Block()

- + nachLinksDrehen(GameBoard gameBoard) : bool
- + nachRechtsDrehen(GameBoard gameBoard) : bool
- + getAbsoluteBlockCords : int 2D Array

IGameBoard

+ deleteFullRows(): void



GameBoard

- + event EventHandler GameSpeedIncrease
- + defaultColor : Color
- gameTileFarbe : Color 2D Array
- score : int
- + GameBoard()
- + deleteFullRows(): void