ViewGameBoard

- pictureBoxGameTile0_0 : PictureBox
- pictureBoxGameTile0_1 : PictureBox
- ...
- pictureBoxGameTile19:9 : PictureBox
- labelScore : Label
- controler : GameBoardControler

+ ViewGameBoard()
- onGameBoardAktualisieren()
- vViewGameBoard_KeyDown(object sender, KeyEventArgs e) : void

GameBoard

- gameTileFarbe : Color 2D Array
- score : int

Block

- blockMidCord : int Array
- blockCords : int 2D Array
- blockColor : color

Block()
+ nachLinks(GameBoard gameBoard) : bool
+ nachRechts(GameBoard gameBoard) : bool
+ nachLinksDrehen(GameBoard gameBoard) : bool
+ nachRechtsDrehen(GameBoard gameBoard) : bool
+ nachUnten(GameBoard gameBoard) : bool

ControlerGameBoard

+ event EventHandler GameBoardChanged
- board : GameBoard
- activeBlock : block

+ nachLinks() : void
+ nachRechts() : void
+ nachLinksDrehen() : void
+ nachRechtsDrehen() : void
+ nachUnten() : void
+ GetGameBoardWithActiveBlock() : Color 2D Array