

## StartMenue

- lblTetris : Lable
- Startbtn : Button
- btnViewHighscore : Button
- Steuerungbtn : Button
- Einstellungenbtn : Button

- SpielLaden(object sender, EventArgs e):void
- EinstelungenAufrufen(object sender, EventArgs e):void
- Steuerungbtn\_Click(object sender, EventArgs e):void
- btnViewHighscore\_Click(object sender, EventArgs e):void