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class BlockTypes;

```cpp
 3
 4    #include "Utils.hpp"
 5    #include "Images.hpp"
 6
 7    class BlockTypes {
 8
 9        public:
10            sf::Sprite get_sprite();
11            void set_color(sf::Color col);
12            virtual ~BlockTypes() {};
13
14            Images images;
15            BlockType type;
16
17        protected:
18            sf::Sprite sprite;
19    };
20
21    class Dynblock: public BlockTypes {...};
26    class Wall: public BlockTypes {...};
31    class Free: public BlockTypes {...};
36    class Block: public BlockTypes {...};
41    class Ghost: public BlockTypes {...};
46
```

class Figure;

```cpp
#include "Utils.hpp"
#include "Blocks.hpp"

class Figure {

    public:
        Figure();
        virtual ~Figure() {};
        void update_location(int add_x, int add_y);
        virtual void rotate();
        virtual void unrotate();

        std::vector<std::pair<int,int>> location;
        Dynblock fig;
        sf::Color color;
};

class FigT: public Figure {...};
class FigI: public Figure {...};
class FigS: public Figure {...};
class FigZ: public Figure {...};
class FigL: public Figure {...};
class FigJ: public Figure {...};
class FigO: public Figure {...};
```
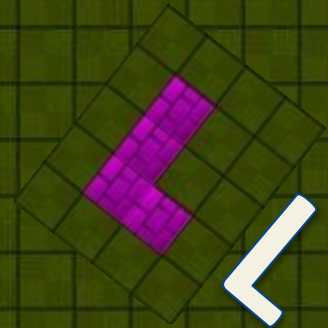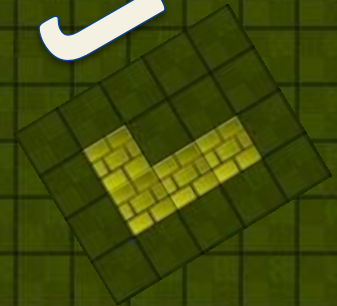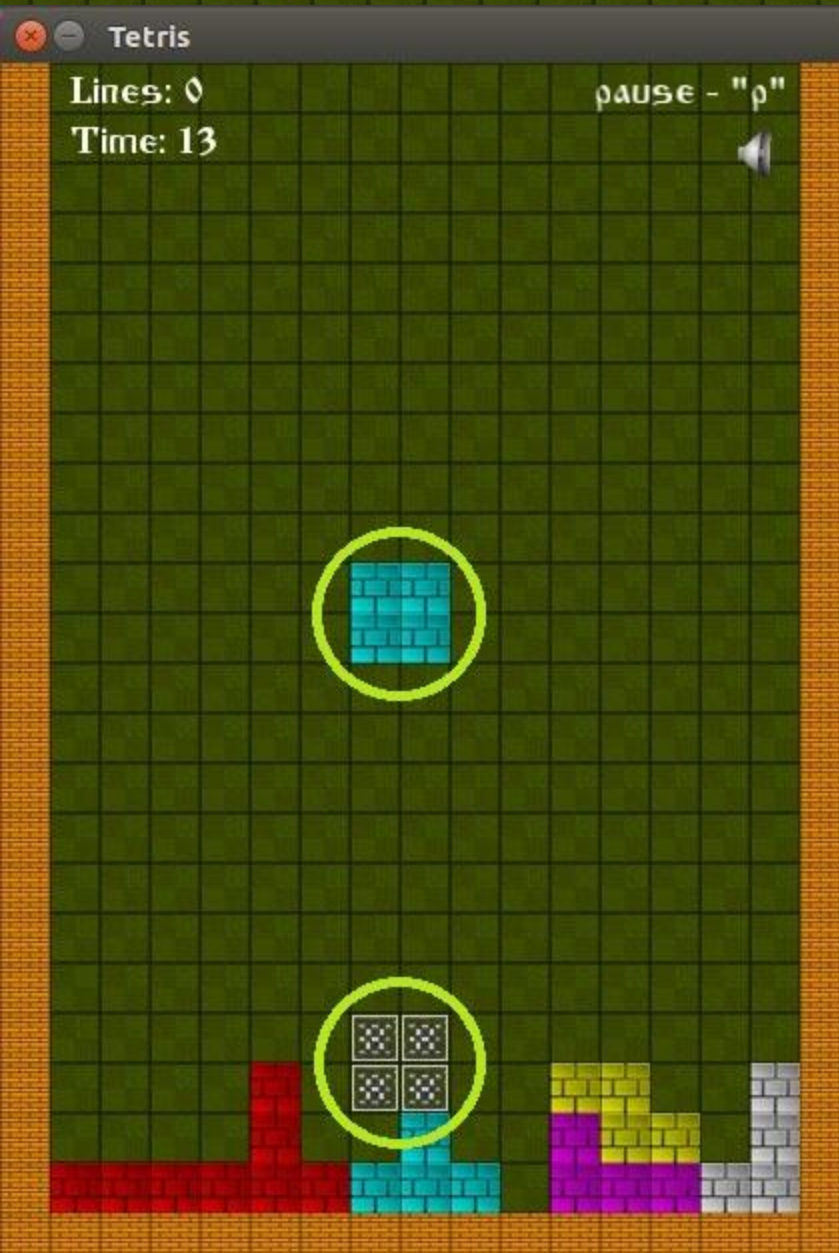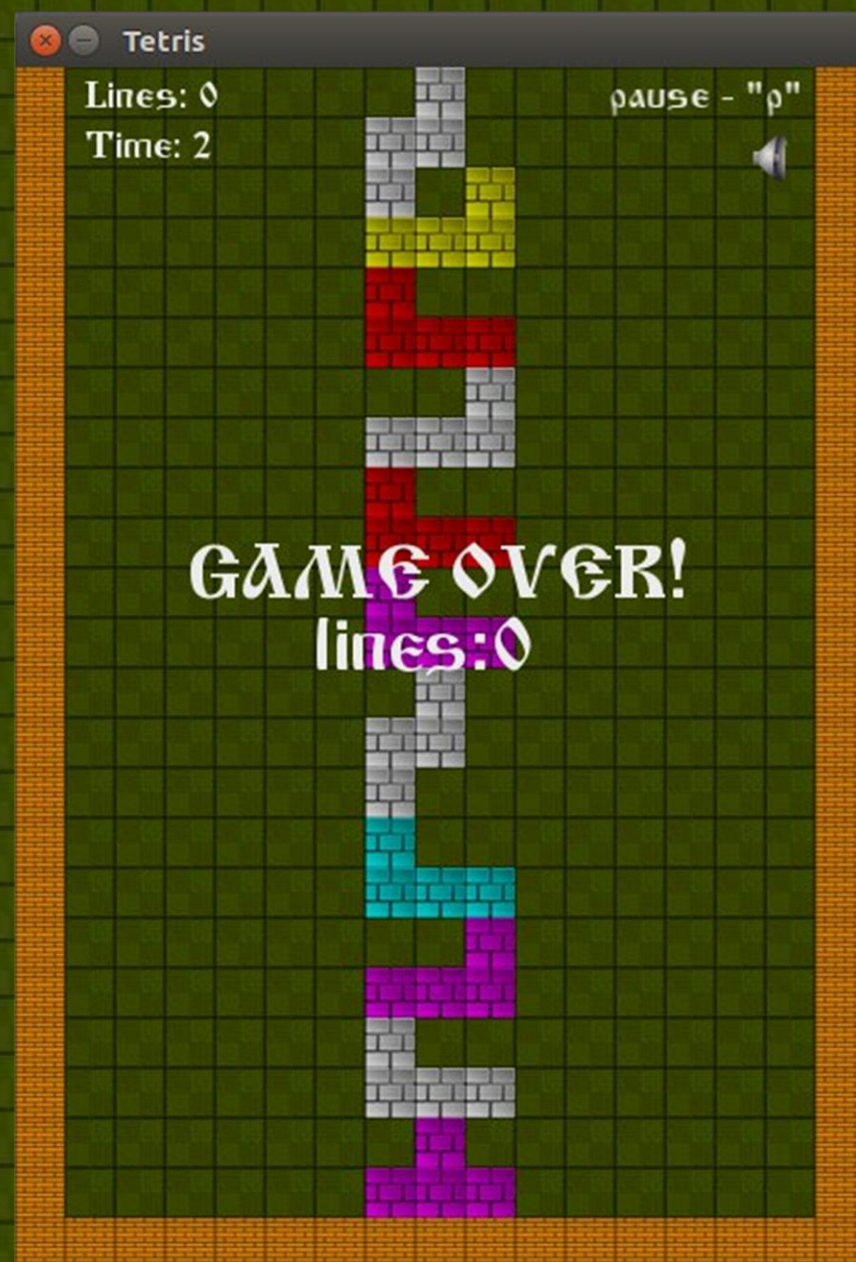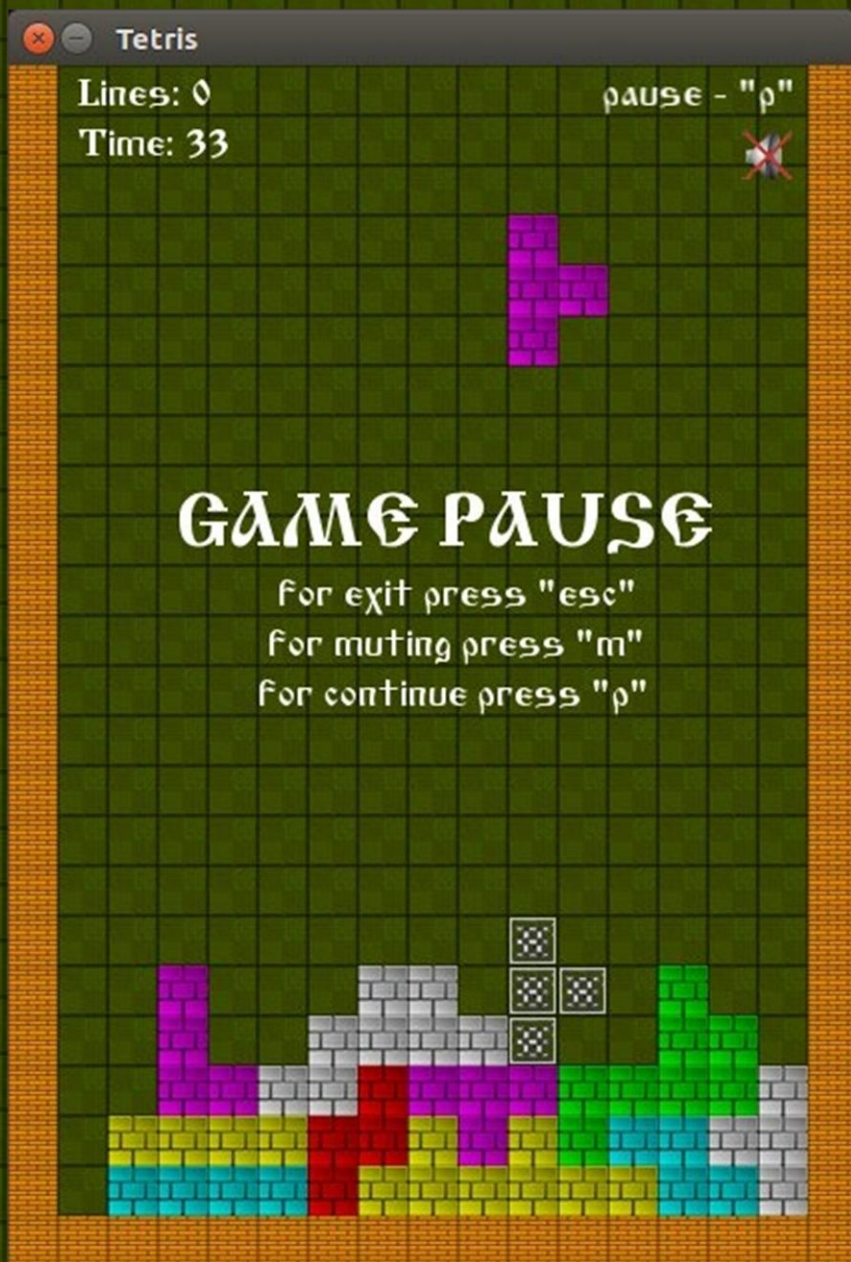
class Field;

Счет, паузы, рекорды, звук и т.д.

Спасибо за внимание!