Design Model::Classes **CBoardItemFactory CPosition CPicture** (from Classes) -m_xPos: unsigned int -m_location: boost::filesystem::path -m_xSize: unsigned char -m_yPos: unsigned int +GetBlock(blockType: string): CBrick -m_ySize: unsigned char +CPosition(x: unsigned int = 0, y: unsigned int = 0) +CPosition(position: CPosition) +CPicture(pictureLocation: boost::filesystem::path) +GetX(): unsigned int +Draw(xPosition: unsigned char, yPosition: unsigned char) +GetY(): unsigned int +operator=(right: CPosition): CPosition **CSlab CGame** COrientation (from Classes) -m_hasBorder -m_value: std::bitset<4> +m_picture: CPicture -m_roundInProgress +Set(direction: Direction): void -m_currentLevel +CSlab(slab: CSlab) +Get(): Direction -m_groundedBlocks: CSlab[0..*] +Draw(): void -m_boardBlock: CSlab[1] -m_currentBlock: CElement -CGame() +GetInstance(): CGame +InitializeGame() +MainLoop() **CBrick CMainGrid** (from Classes) (from Classes) -m_blocks: CSlab[4] -m_blocks: CSlab[0..*] -m_orientation: Direction -m_columnsCount -m rowsCount +CBrick() +CBrick(slabList: CSlab[4]) +CMainGameBlock(rowsCount: unsigned int, columnsCount: unsigned int) +Draw(): void +Draw(): void +AddBrick(brick: CBrick) +Move() +Rotate(clockWise: bool = true)

CLBrick	CIBlock	COBlock	CSBlock	CTBlock
+Rotate(clockWise: bool = true)				