```
11}
              {Board
I# const int xOffset
# const int yOffset
# int powerUpPoints
# const int id
# GameState * gameState
# TileHandler * tileHandler
# sf::Time timeBetweenTicks
# const sf::Vector2f
position
# Sprite sprite
# Texture texture
I+ virtual ~Board()
+ Board(int id, float
x, float y, GameState
*gameState, int xOffset,
int yOffset)
+ void update(sf::Clock
&clock)
+ void move(string moveInput)
+ int getPowerUpPoints()
+ void setPowerUpPoints
(int powerUpPointsNewValue)
+ sf::Time & getTimeBetween
TicksReference()
+ BlockHandler * getBlockHandler
() const
+ TileHandler * getTileHandler
() const
+ int getXOffset() const
+ int getYOffset() const
+ int getID() const
# virtual void draw(sf
::RenderTarget &target,
sf::RenderStates states) const
```

{sf::Drawable

{LeftBoard II+ ~LeftBoard()=default + LeftBoard(GameState *gameState) } {RightBoard II+ ~RightBoard()=default + RightBoard(GameState *gameState) }