{sf::Drawable
ll}

{BlockHandler
ll+ ~BlockHandler()
+ BlockHandler(const
int id, const int xOff,
const int yOff, TileHandler
*tileHandlerIn)
+ void generateBlock()
+ void loadBlocks()
+ void userMove(string
const &direction)
+ void draw(sf::RenderTarget
&window, sf::RenderStates
states) const
+ void update()
+ void transferBlocks
(Block *block)
+ void deleteBlock(Block
*block)
+ vector< Tile * > getCurrent
BlockTiles()
+ void setPongBlock(PongBlock
*pongBlock)
+ void hasLost(int id)
const
}

#blockHandler

{TileHandler
ll+ ~TileHandler()
+ TileHandler(const
int id, const float
xOffset, const float
yOffset)
+ void update()
+ void move(string moveInput)
+ void draw(sf::RenderTarget
&window, sf::RenderStates
states) const
+ vector< Tile * > getTiles()
+ void appendTile(Tile
*tile)
+ void clearRow()
+ int getPointCount()
+ void setPointsCleared
(int value)
+ BlockHandler * getBlockHandler
() const
}

{PowerUp
ll+ virtual ~PowerUp()
=default
+ virtual void apply
(Board *board)=0
}

#tileHandler

{TileMover
ll+ virtual ~TileMover
()=default
virtual void swap(TileHandler
*tileHandler, pair< int,
int >)=0
virtual int toGrid
(int pixel) const
virtual int toPixel
(int grid) const
}

{RowSwap
ll+ ~RowSwap()=default
+ void apply(Board *board)
}