

```
{sf::Drawable  
  }
```



```
{Board  
  !# 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  
  !+ 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  
}
```



```
{RightBoard  
  !+ ~RightBoard()=default  
  + RightBoard(GameState  
    *gameState)  
}
```