

```
{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  
    }
```



```
    {LeftBoard  
    |+ ~LeftBoard()=default  
    + LeftBoard(GameState  
    *gameState)  
    }
```