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

```
{Block
l+ vector< Tile * > tiles
# TileHandler * tileHandler
l+  ~Block()=default
+  Block()
+  Block(vector< Tile
 * > const &tilesIn,
 TileHandler *tileHandlerIn)
+ virtual bool willLand
() const
+ bool hasOverlap()
+ virtual void move(string
 const &direction)
# virtual bool willCollide
WithTile(string const
 &moveInput) const
# bool willCollideWithWall
(string const &moveInput) const
        }
```

```
{PongBlock
l+ std::string direction
l+  ~PongBlock()=default
+  PongBlock(Board *reciever)
+ void apply(Board *board)
+ void move(std::string
 const &direction)
+ bool willLand() const
 override
        }
```