Board

- player1 : Player*
- player2 : Player*
- player1Lvl : Level*
- player2Lvl : Level*
- window : Window*
- showWindow : bool

+ setUp(filename1 : string, filename2 : string, level1 : int, level2 : int) : void
+ setLevel(n : int, b : bool, file : string) : void
+ init() : void
+ getCurBlock(check : bool) : void
+ getNextBlock(check : p) : void
+ show(showWindow : bool) : void
+ putBlock() : void
+ putCurBlock(p) : bool
+ checkFilled(p : Player*) : bool
+ validRight(check : bool) : bool
+ validLeft(check : bool) : bool
+ validCW(check : bool) : bool
+ validCCW(check : bool) : bool
+ validDown(check : bool) : bool
+ drop(check : bool) : bool
+ checkGrid(check : bool) : bool
+ restart() : void
+ hint(player : Player*) : void
+ changeToBlind(check : bool): void
+ isHeavy(check : bool): bool
+ changeToHeavy(check : bool) : void
+ changeBlock(bType : string, player : bool) : bool
+ changeRandom(check : bool, filename : string) : void
+ modifyDrop(check : bool, count : int) : void
+ getDropTime(check : bool) : int
+ removeBlind(check : bool) : void
+ hint(check : bool) : void
+ checkFilledHint(p : Player, coordinates : vector<vector<int>>) : bool
+ operate(p : Player, coordinates : vector<vector<int>>, leftcount : int&, rightcount : int&, deepcount : int&) : bool
+ leftHint(coords : vector<vector<int>>&) : void
+ rightHint(coords: vector<vector<int>>&): void
+ downHint(coords: vector<vector<int>>&): void
+ dropHint(p: shared_ptr<Player>, coords: vector<vector<int>>&): bool
+ minY(coords: vector<vector<int>>): int
+ StarTerminate(check: bool): bool
+ scoreDeduction(bool check): void

Xwindow

- d : Display*
- w : Window*
- s : int
- gc : GC
- colours[10] : unsigned long
- recs[2]: XRectangle

+ fillRectangle(x : int, y : int, width : int, height : int, colour : int) : void
+ drawString(x : int, y : int, msg : string) : void
+ undrawString(x : int, y : int, width : int, height : int) : void
+ drawFrame() : void
+ setUp(l1 : int, l2 : int) : void
+ setHighest(check : bool, highest : int) : void
+ setScore(check : bool, score : int) : void
+ setLevel(check : bool, level : int) : void
+ clearNextBlock(player : bool) : void
+ setNextBlock(player : bool) : void

Cell

- x : integer
- y : integer
- width : integer
- height : integer
- w : Window*
- showWindow : bool
- player : bool
- storedBlock : Block*
+ blind : bool
+ star : bool

+ filled() : bool
+ draw() : void
+ undraw() : void
+ clear() : void
+ update(other : Cell*) : void
+ setBlind() : void
+ unsetBlind() : void

Player

+ highestScore : int
+ score : int
+ gameBoard : Vector<Vector<Cell>>
+ currentBlock : Block*
+ nextBlock : Block*
+ currentBlockCopy : Block*
+ nextBlockCopy : Block*
+ blind : bool
+ heavy : bool
+ force : bool
+ blockNum : int
+ blockClear : bool
+ dropcount : int
+ starTerminate: bool

+ setStar(): int

Block

+ getType() : string
+ Left() : void
+ Right() : void
+ Down() : void
+ getLevel() : int
+ modifyCount() : bool
+ clockwise() : void
+ counterClockwise() : void
+ changeContent(check : bool) : void
+ getCoordFill() : vector<bool> &
+ getCoords() : vector<vector<int>> &
+ getCoordsCpy() : vector<vector<int>> &

Level

+ GetLevel(): integer
+ GetBlock(): string
+ changeState(file: string): void

Level1

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

Level3

- checkRandom: bool
- randomIndex: int
- store: vector<string>
- filename : string

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

Level4

- checkRandom: bool
- randomIndex: int
- store: vector<string>
- filename : string

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

Level0

- index: integer
- store: vector<string>
- filename : string

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

Level2

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

Level5

- checkRandom: bool
- randomIndex: int
- store: vector<string>
- filename : string

+ GetBlock(): string
+ GetLevel(): integer
+ changeState(file: string): void

IBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

LBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

SBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

ZBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

JBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

OBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

TBlock

- count: int
- deLevel: int
- blockType: string
- coordFill: vector<bool>
- coords: vector<vector<int>>
- coordsCpy: vector<vector<int>>

+getType() : string
+Left() : void
+getCoordsCpy() : vector<vector<int>> &
+getCoords() : vector<vector<int>> &
+getCoordFill() : vector<bool> &
+changeContent(check : bool) : void
+counterClockwise() : void
+clockwise() : void
+modifyCount() : bool
+getLevel() : int
+Down() : void
+Right() : void

Use

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