

Team SummerSardines
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APCS2 pd 1
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TetrisPiece

+ int velocity
+ int type
+ int orientation

+ int rotate(key direction)
+ void store()
+ void move(key direction)
+ void drop()
+ void display()

Player

+ int level
+ int score
+ LinkedList allPieces

+ TetrisPiece peek()
+ void clear(int lines)
+ void start()

Tetris

+ int numGames

+ void setup()
+ void draw()

TwoPlayer

+ LinkedList aiPieces
+ int aiLevel
+ int aiScore

+ void aiStart()

