Tetris::Users::GameUser

+ GameUser()
+ GameUser()
+ getCurrentX()
+ getCurrentY()
+ setCurrentX()
+ setCurrentY()
+ getNextBlock()
+ getCurrentBlock()
+ cycleBlock()
+ setNextBlock()
그리고 34개 더...

loadUserDataFromExistLocation()
getRawLevel()
initCls()
resetLastestComboTime()
lvup_v2()
lvup()