Tetris::Users::GameUser

```
+ GameUser()
+ GameUser()
+ getCurrentX()
+ getCurrentY()
+ setCurrentX()
+ setCurrentY()
+ getNextBlock()
+ getCurrentBlock()
+ cycleBlock()
+ setNextBlock()
그리고 34개 더...
# loadUserDataFromExistLocation()
# getRawLevel()
# initCls()
# resetLastestComboTime()
# lvup v2()
# lvup()
```

|#gu ♦

Tetris::Delegates:: GameUserClsDelegate

- + GameUserClsDelegate() + ~GameUserClsDelegate()
- + setGameUserClass()
- + getGameUserClass()
- + GameUserClsDelegate() + ~GameUserClsDelegate()
- + setGameUserClass()
- + getGameUserClass()