Tetris::BlockSubModules
::BlockColor

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green
blue
red
alpha

+ BlockColor()
+ BlockColor()
+ forceChangeColor()
+ forceApplyColor()
+ getColorAsArray()
+ getGreenAsRaw()
+ getBlueAsRaw()
+ getRedAsRaw()
+ getAlphaAsRaw()
+ packRawColorData()
+ getBlockColorAsHexString()
+ genRandomColor()
+ genSampleColor()
# setGreen()
# setBlue()
# setAlpha()
# setRed()