Tetris::InitGameInfo

+ gameHeight
+ gameWidth
+ gamemode

#initginfo

Tetris::GameController

+ forceend
# gameHeight
# gameWidth
# gplaytime
# gs
# usercount
# gusers
# board

+ GameController()
+ GameController()
+ setGameStatus()
+ getGameStatus()
+ getGameHeight()
+ getGameWidth()
+ justinit()
+ canRemoveLine()
+ isOngoing()
+ setGameStatusToOngoing()
그리고 78개 더...
+ getInstance()
+ getInstance()
# usercheck()
# saveBlockAt()
# usercheck()
# saveBlockAt()