Shape

- ShapeType {NoShape, ZShape, SShape, IShape, TShape, SquareShape, LShape, JShape};
- ShapeType tetromino;
- int coords[][];
- int[][][] coordsTable;

+ setShape(ShapeType shape)
+ ShapeType getShape()
+ setRandomShape()
+ setNewX(int index, int x)
+ setNewY(int index, int y)
+ getX(int index)
+ getY(int index)

GUI

+ start(Stage stage)throws Exception

Handler

+ tick()
+ render(Graphics g)
+ addObject(GameObject object)
+ removeObject(GameObject object)

Intro

+ start(Stage stage)

Main

-main(String[] args)

MainGame

- Thread thread;
- booleean running;
- Handler handler
- Board board
- Shape shape
- GameStart game;
+ start()
+ stop()
+ run()
+ tick()
+ render()
+ main

KeyInput

- Handler handler;
- Board board;
- Shape shape;

+ keyPressed(KeyEvent e)

Board

- int maxX
- int maxY
- int[][] board
- placeShape(Shape shape)

+ checkFullRow(int[][] board)
+ print2D(int[][] mat)
+ clearBoard(int[][] board)
+ moveLeft(Shape shape)
+ moveRight(Shape shape)
+ moveDown(Shape shape)
+ rotateLeft(Shape shape, Shape originalShape)
+ rotateRight(Shape shape, Shape originalShape)
+ rightCollision(Shape shape)
+ leftCollision(Shape shape)
+ bottomCollision(Shape shape)
+ setDirection(String direction)
+ getDirection()
+ negBoard()

Window

+ window(int width, int height, String title, MainGame ,game)
+

highScore

+ start(Stage stage)

Constants

+ rows()
+ columns()
+ maxLengthOfTetromino()
+ middleIndex()
+ zero()