

## App

- ges: GestorGrafico
- juego: Game
- loop(): int
- draw(): void
- ~App(): void
- App(): void

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## GestorGrafico

- event: Event
- offsetX: float
- offsetY: float
- squareOffset: float
- window: RenderWindow
- clock: Clock
- bgTex: Texture
- iTex: Texture
- jTex: Texture
- ITex: Texture
- oTex: Texture
- sTex: Texture
- tTex: Texture
- zTex: Texture
- bgSpr: Sprite
- tetroSpr: Sprite
- font: Font puntaje: Text
- level: Text
- tetrisSong: Music
- ~GestorGrafico(): void
- GestorGrafico(): void
- pauseMusic(): void
- drawBg(): void
- drawNextPiece(): void
- drawScore(): void
- drawPieces(int[][]): void
- stopMusic(): void
- playMusic(): void
- getClock(): Clock
- getEvent(): Event
- getWindow(): RenderWindow
- loadFiles(): boolean

## **TetrominoZ**

- pos0: int[tetroHeight][tetroWidth] pos1: int[tetroHeight][tetroWidth]
- TetrominoZ(): void
- ~TetrominoZ(): void
- rotateInversed(): int
- rotate(): int

0..1

- setRotation(int): void
- generateShapes(): void
- getCell(int, int): int
- getRotation(): int
- resetRotation(): void getTetroHeight(): unsigned short
- getTetroWidth(): unsigned short