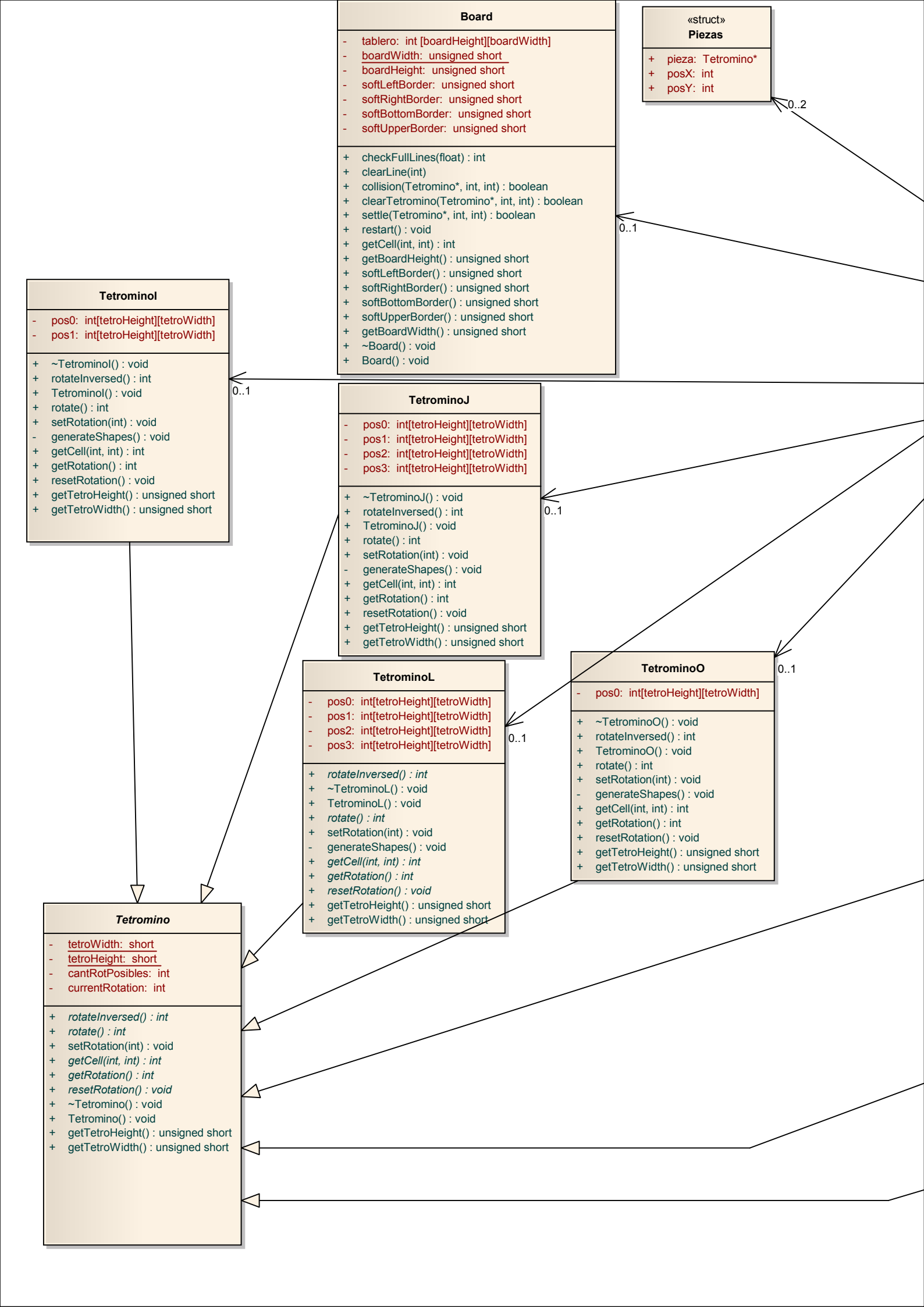
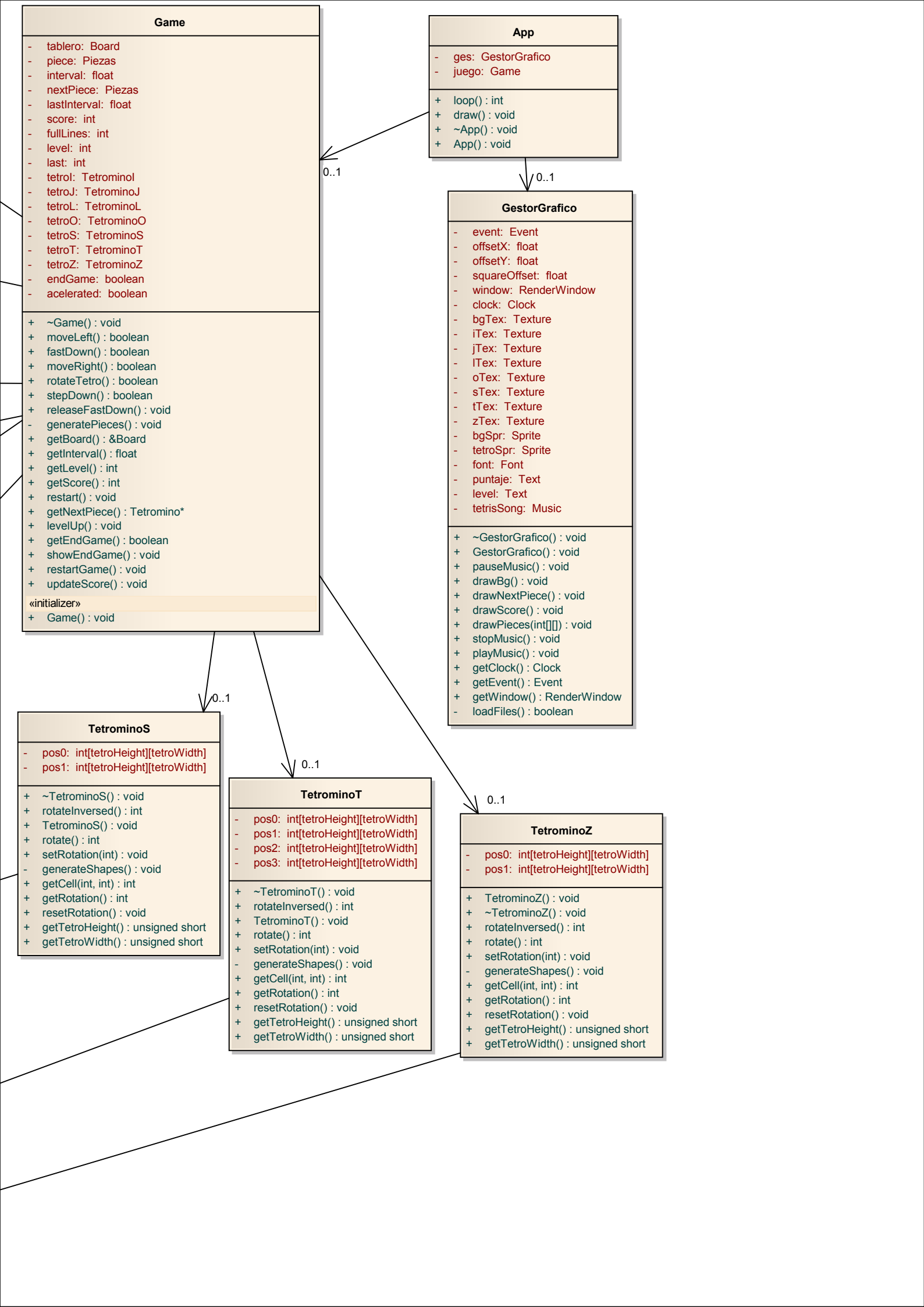

Board
- tablero: int [boardHeight][boardWidth]
- boardWidth: unsigned short
- boardHeight: unsigned short
- softLeftBorder: unsigned short
- softRightBorder: unsigned short
- softBottomBorder: unsigned short
- softUpperBorder: unsigned short
+ checkFullLines(float) : int
+ clearLine(int)
+ collision(Tetromino*, int, int) : boolean
+ clearTetromino(Tetromino*, int, int) : boolean
+ settle(Tetromino*, int, int) : boolean
+ restart() : void
+ getCell(int, int) : int
+ getBoardHeight() : unsigned short
+ softLeftBorder() : unsigned short
+ softRightBorder() : unsigned short
+ softBottomBorder() : unsigned short
+ softUpperBorder() : unsigned short
+ getBoardWidth() : unsigned short
+ ~Board() : void
+ Board() : void
«struct»
Piezas
+ pieza: Tetromino*
+ posX: int
+ posY: int
0..2
0..1
Tetrominol
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
+ ~Tetrominol() : void
+ rotateInversed() : int
+ Tetrominol() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
0..1
TetrominoJ
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
- pos2: int[tetroHeight][tetroWidth]
- pos3: int[tetroHeight][tetroWidth]
+ ~TetrominoJ() : void
+ rotateInversed() : int
+ TetrominoJ() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
0..1
TetrominoL
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
- pos2: int[tetroHeight][tetroWidth]
- pos3: int[tetroHeight][tetroWidth]
+ rotateInversed() : int
+ ~TetrominoL() : void
+ TetrominoL() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
0..1
TetrominoO
- pos0: int[tetroHeight][tetroWidth]
+ ~TetrominoO() : void
+ rotateInversed() : int
+ TetrominoO() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
0..1
Tetromino
- tetroWidth: short
- tetroHeight: short
- cantRotPosibles: int
- currentRotation: int
+ rotateInversed() : int
+ rotate() : int
+ setRotation(int) : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ ~Tetromino() : void
+ Tetromino() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short


Game
- tablero: Board
- piece: Piezas
- interval: float
- nextPiece: Piezas
- lastInterval: float
- score: int
- fullLines: int
- level: int
- last: int
- tetroI: TetrominoI
- tetroJ: TetrominoJ
- tetroL: TetrominoL
- tetroO: TetrominoO
- tetroS: TetrominoS
- tetroT: TetrominoT
- tetroZ: TetrominoZ
- endGame: boolean
- acelerated: boolean
+ ~Game() : void
+ moveLeft() : boolean
+ fastDown() : boolean
+ moveRight() : boolean
+ rotateTetro() : boolean
+ stepDown() : boolean
+ releaseFastDown() : void
- generatePieces() : void
+ getBoard() : &Board
+ getInterval() : float
+ getLevel() : int
+ getScore() : int
+ restart() : void
+ getNextPiece() : Tetromino*
+ levelUp() : void
+ getEndGame() : boolean
+ showEndGame() : void
+ restartGame() : void
+ updateScore() : void
«initializer»
+ Game() : void
App
- ges: GestorGrafico
- juego: Game
+ loop() : int
+ draw() : void
+ ~App() : void
+ App() : void
0..1
0..1
GestorGrafico
- event: Event
- offsetX: float
- offsetY: float
- squareOffset: float
- window: RenderWindow
- clock: Clock
- bgTex: Texture
- iTex: Texture
- jTex: Texture
- lTex: 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
0..1
0..1
0..1
TetrominoS
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
+ ~TetrominoS() : void
+ rotateInversed() : int
+ TetrominoS() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
TetrominoT
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
- pos2: int[tetroHeight][tetroWidth]
- pos3: int[tetroHeight][tetroWidth]
+ ~TetrominoT() : void
+ rotateInversed() : int
+ TetrominoT() : void
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short
TetrominoZ
- pos0: int[tetroHeight][tetroWidth]
- pos1: int[tetroHeight][tetroWidth]
+ TetrominoZ() : void
+ ~TetrominoZ() : void
+ rotateInversed() : int
+ rotate() : int
+ setRotation(int) : void
- generateShapes() : void
+ getCell(int, int) : int
+ getRotation() : int
+ resetRotation() : void
+ getTetroHeight() : unsigned short
+ getTetroWidth() : unsigned short