```
Coord
   + x
   + y
   + Coord()
   + Coord()
   + operator+()
          -entryPoint
      Board
width
- height

    board

+ Board()
+ boardStatus()
+ getWidth()
+ getHeight()
+ isLeftBlocked()
+ isRightBlocked()
+ isDownBlocked()
+ isNotRotatable()
+ isGameOver()
+ updateBoard()
+ entryCoord()
- isBlocked()
isValid()
- isBlocked()
```