Assignment #2

UML Diagram for TETRIS Game

TetrisGameBoard

Gameboard
- fallingTile:void
- holdTile:void
- nextTile:void
- ghostTile:void

- play():void
- selectlevel():void
- options():void
- howToPlay():void

InformationPanel
- score:long
- lines:int
- level:int

- calculateScore():long
- levelUp():int

tiles
- tetrominoes:void
- shape:void
- color:void

- rotateTile():void
- moveTile():void
- softDropTile():void
- hardDropTile():void
- holdTile():void

clock
- numberofCycles:int
- millisecondsPercycle:long

- elapsedTime():void

wonGame
- score:long

- playAgain():void
- mainMenu():void

lostGame
- score:long
- lines:int
- level:int

- playAgain():void
- mainMenu():void

TetrisGameControl

GameControl
- score:long
- time:float
- level:int

- rotateRight():void
- rotateLeft():void
- moveRight():void
- moveLeft():void
- hold():void
- softDrop():void
- hardDrop():void
- esc():void
- customizeKeys():void
- reset():void

pause
- esc:void

- resume():void
- options():void
- howToPlay():void
- quit():void