



Collaboration1::Interaction1::Move piece downwards

sd Move piece downwards

Controller

game: TetrisGame

model: TetrisModel

board: GameBoard

state: GameState

bag: PiecesBag

1 : movePiece(down)

2 : movePiece(down)

3 : isValidMove

4 : isInsideBoard

5 : isInside

6 : checkCollision

7 : checked

8 : isValid

9 : setPiece(piece, row, col)

10 : isLineCompleted

11 : completed

12 : clearLines

13 : clearedLines

14 : computeScore(clearedLines)

15 : score

16 : setScore(score)

17 : getNextPiece

18 : nextPiece

19 : setCurrentPiece(nextPiece)