**Tetris Design Specifications**

**Shape Class:**

* Private Data
  + Color
  + Coordinates of Head Block
  + Array of other block locations relative to head block
* Methods
  + Move (left / right)
  + Move (down by 1)
  + Rotate (clockwise / counter clockwise)
    - Need method to rotate relative block locations
  + Force down
  + Constructor
  + Destructor?
  + Reset?
    - For when shape has hit the bottom and is no longer needed

**Board Class:**

* Private Data
  + 2d array of enums
    - NO\_BLOCK, BLUE\_NOT\_SET, BLUE\_SET, etc.
  + 2d array of rectangle shape objects
    - maybe collapse both arrays into pairs
  + Score?
    - Maybe store score outside of board class
* Methods
  + Constructor
  + Check if a row is completed
  + Force all set blocks down (if row(s) completed)
  + Check if the player has lost