

Class Game

Board ActiveBoard
Run()
ProcessUserInput()

Class Board

Piece ActivePiece
Grid Grid
int Width
int Height
int FallSpeed

void Display()
Piece NewPiece()
void GeneratePiece()
void EnforceBoundary()
bool CheckForCollision(int x, int y)

Class Grid

int Width
int Height
Row[] Rows

bool CheckForCompleteRows()

Class Piece

Shape Shape
Block[] Blocks
Color Color
GridColumn Position
Orientation Orientation
Board ActiveBoard

void Build(Orientation)
void Display()
void Clear()
void Rotate()
void Move(int x, int y)
void Drop()
void Fall(FallSpeed)

IPiece
OPiece
TPiece
LPiece
JPiece
SPiece
ZPiece

Class Block

GridColumn Position
string Symbol
Color Color

void Display()
void Clear()
void Move()

Constants

Enum Color
Enum Shape
Enum Orientation

Records & Structs

Record GridCoordinate(int X, int Y)