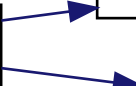


MelloMario.Objects.Blocks.  
Brick.OnDestroy



```
graph LR; A[MelloMario.Objects.Blocks.  
Brick.OnDestroy] --> B[MelloMario.Objects.BaseCollidable  
Object.ScorePoints]; A --> C[MelloMario.ISoundArgs.Set  
MethodCalled];
```

MelloMario.Objects.BaseCollidable  
Object.ScorePoints

MelloMario.ISoundArgs.Set  
MethodCalled