```
Bloc
# sprite
# textureBlocSol
# textureBlocMystere
# textureTuyau
+ Bloc()
+ Bloc()
+ ~Bloc()
+ draw()
+ getGlobalBounds()
+ setPosition()
+ getPosition()
+ getSprite()
        Tuyau

    type

+ Tuyau()
+ getType()
+ isPlayerOnTop()
+ getSortieAssociee()
```