```
Entity
# sprite
# texture
+ Entity()
+ Entity()
+ ~Entity()
+ draw()
+ setPosition()
+ getGlobalBounds()
+ getPosition()
   ObjetInteractif
 + ObjetInteractif()
 + draw()
        Piece

    startPosition

- collected

    animating

    animationTime

- animationDuration

    animationHeight

    nbPiece

+ Piece()
+ update()
+ draw()
+ getNbPiece()
+ resetNbPiece()
```