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

    animating

    animationDuration

    animationHeight

    animationTime

    collected

    startPosition

    nbPiece

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