Bloc

sprite
textureBlocSol
textureBlocMystere
textureTuyau

+ Bloc()
+ Bloc()
+ ~Bloc()
+ draw()
+ getGlobalBounds()
+ setPosition()
+ getPosition()
+ getSprite()

BlocMystere

+ estTouche
- startPosition
- animating
- animationTime
- animationDuration
- animationHeight
- textureFoncee
- piece

+ BlocMystere()
+ update()
+ onHit()
+ isAnimating()
+ getPiece()
- changerTexture()