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

    animating

    animationDuration

    animationHeight

- animationTime

    piece

    startPosition

- textureFoncee
 + BlocMystere()
 + getPiece()
 + isAnimating()
 + onHit()
 + update()
 + ~BlocMystere()
 changerTexture()
```