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

    type

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