```
Rloc
# sprite
# textureBlocMystere
# textureBlocSol
# textureTuvau
+ Bloc()
+ draw()
+ getGlobalBounds()
+ aetPosition()
+ getSprite()
+ setPosition()
+ ~Bloc()
         Fau

    textureFau

+ draw()
+ Eau()
+ getGlobalBounds()
+ isPlayerInWater()
```