Bloc

sprite
textureBlocMystere
textureBlocSol
textureTuyau

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

BlocMystere

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

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