Since Pipe and Block are so similar, I created a virtual derived class named Structure from which Block and Pipe are derived.

I made doSomething() and isBlocking() normal functions because the implementations are the same for Blocks and Pipes.

Bonk() is pure virtual because both can be bonked but behave differently when bonked. I did not make Bonk() only virtual because I wanted Structure to be an abstract class so that no Structure objects could be created.

I considered having Block be a derived class of Pipe since the two are essentially the same, just the Block can have goodies. I ultimately decided against this because this would require passing the imageID into the constructor, and I felt that was bad design since it make it possible that a pipe to have an imageID of a block or vice versa. This did require a bit of redundant code, however.