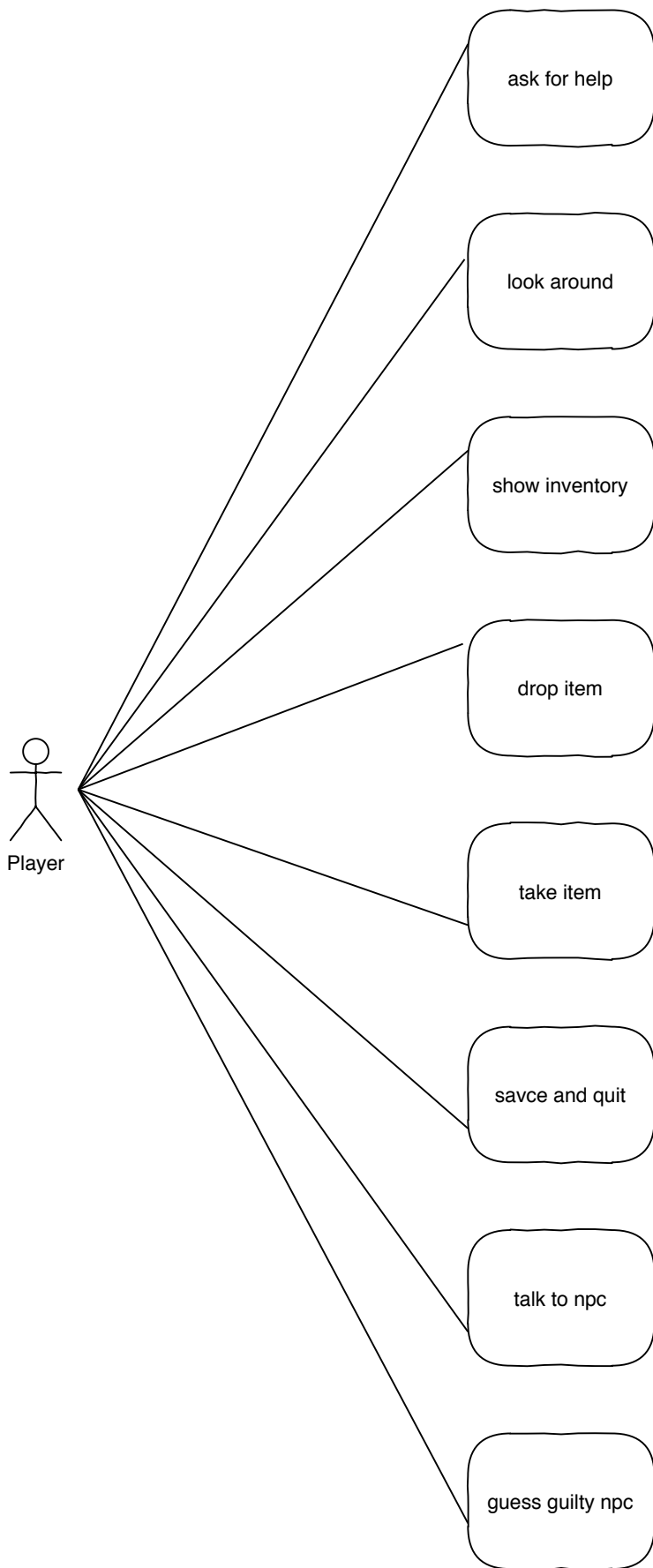
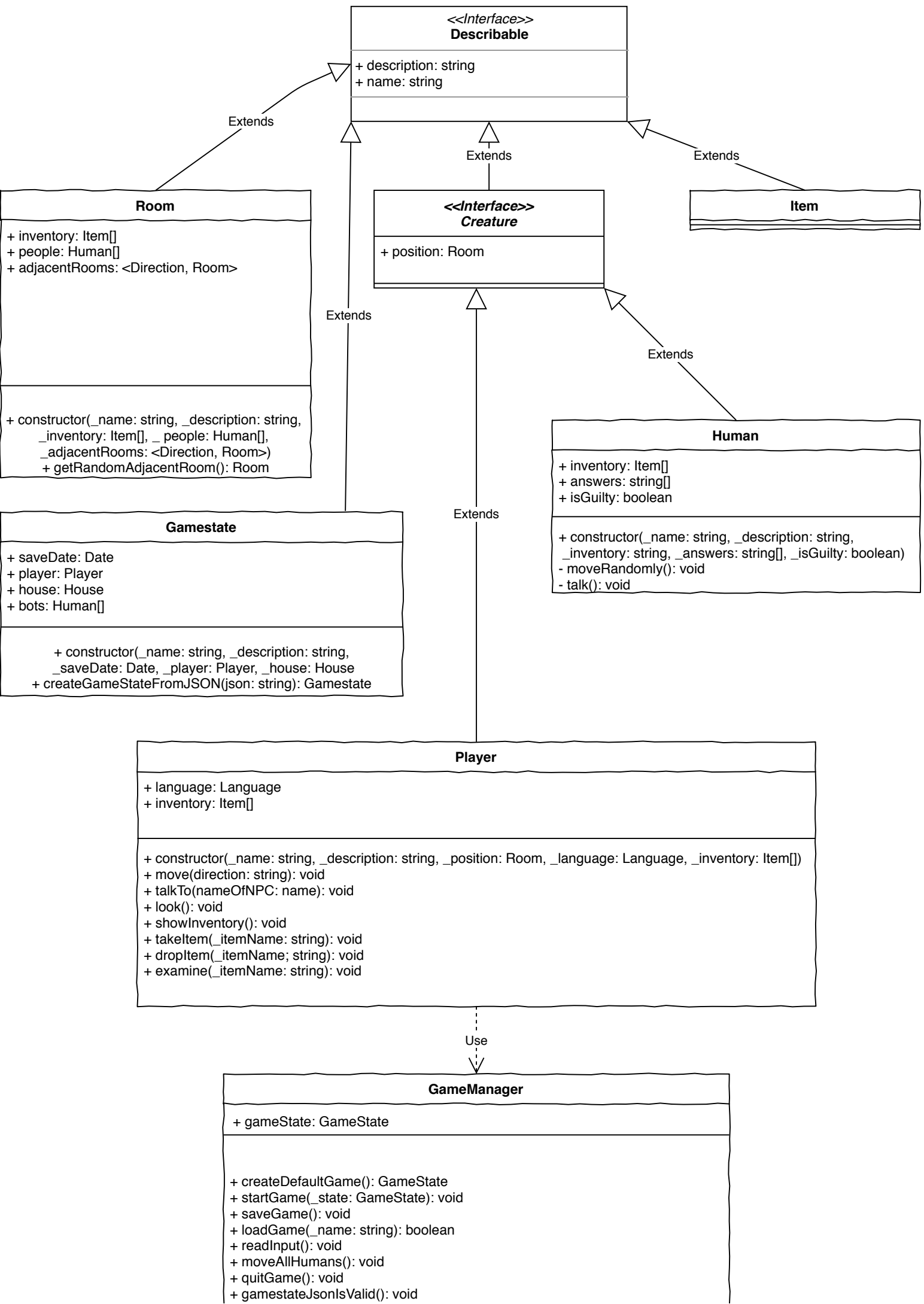


Player

Load game

start game





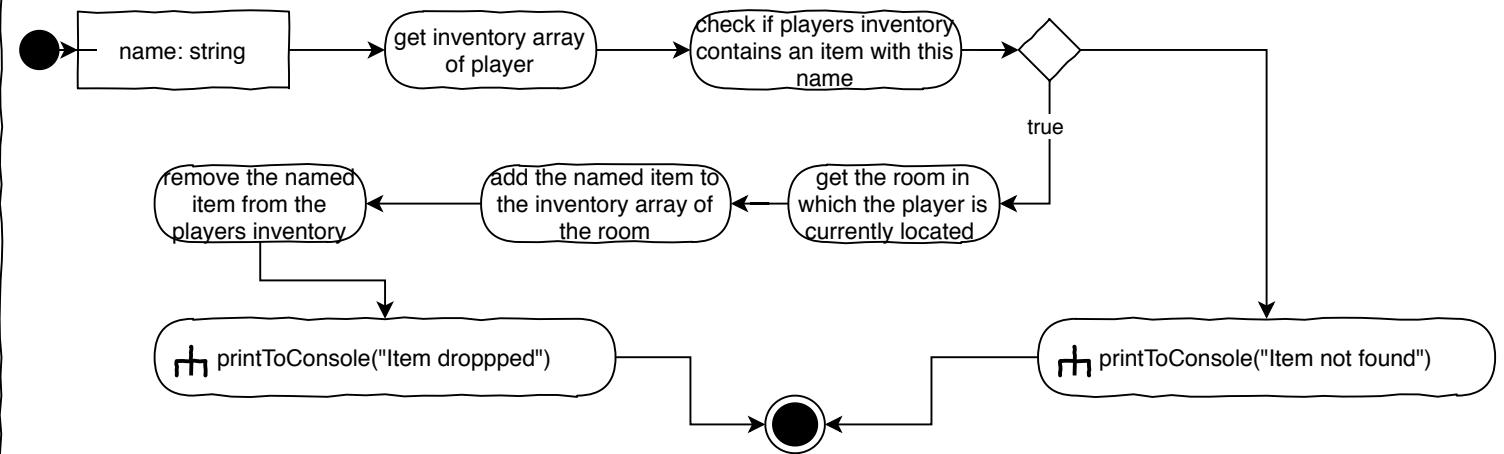
```
+ guessNPC(_name: string): void
+ printToConsole(_message: string): void
```

<div><<enum>></div> <div>Direction</div>
<div>+ North</div> <div>+ East</div> <div>+ West</div> <div>+ South</div>

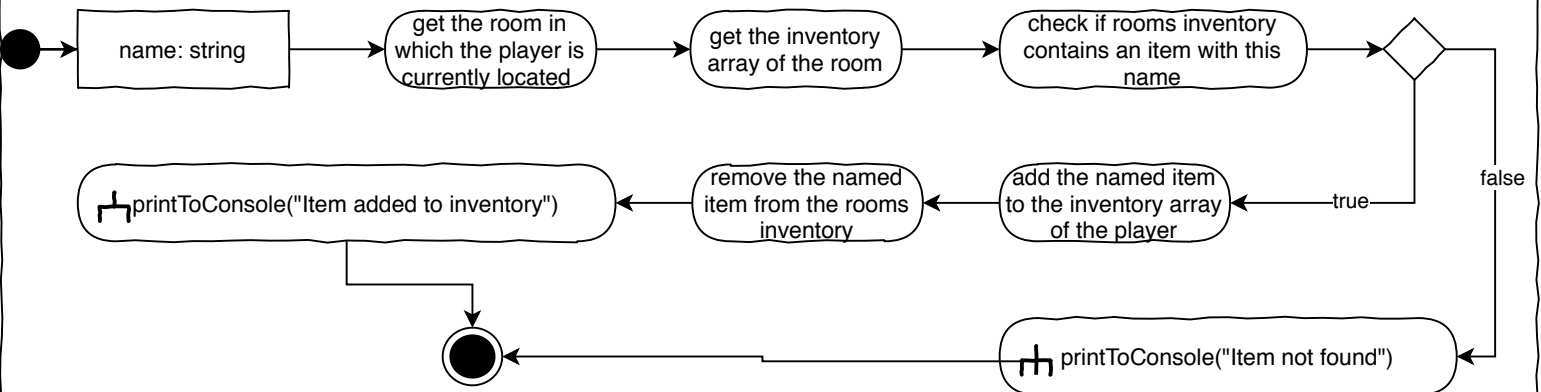
<div><<enum>></div> <div>Language</div>
<div>+ English</div> <div>+ German</div> <div>+ Frensh</div>

House
<div>+ name: string</div> <div>+ rooms: Room[]</div>
<div>+ constructor(_name: string, _rooms: Room[])</div>

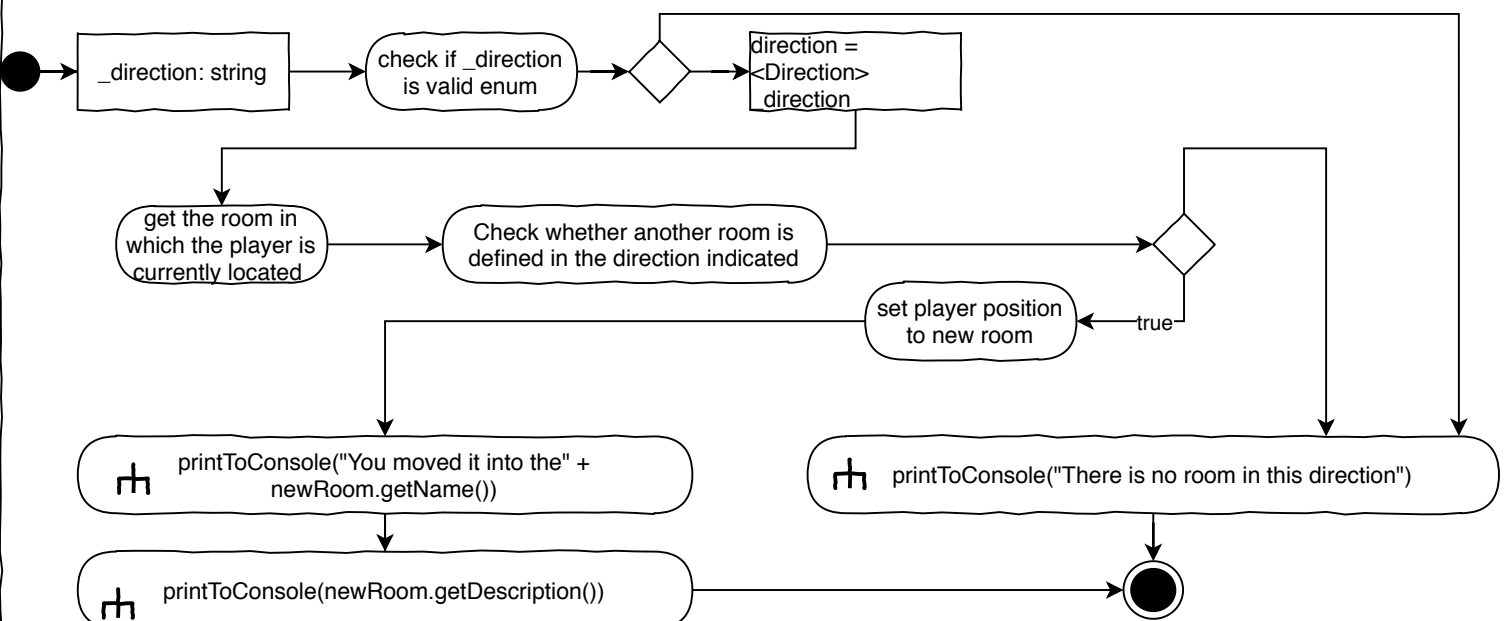
dropItem(itemName: string)



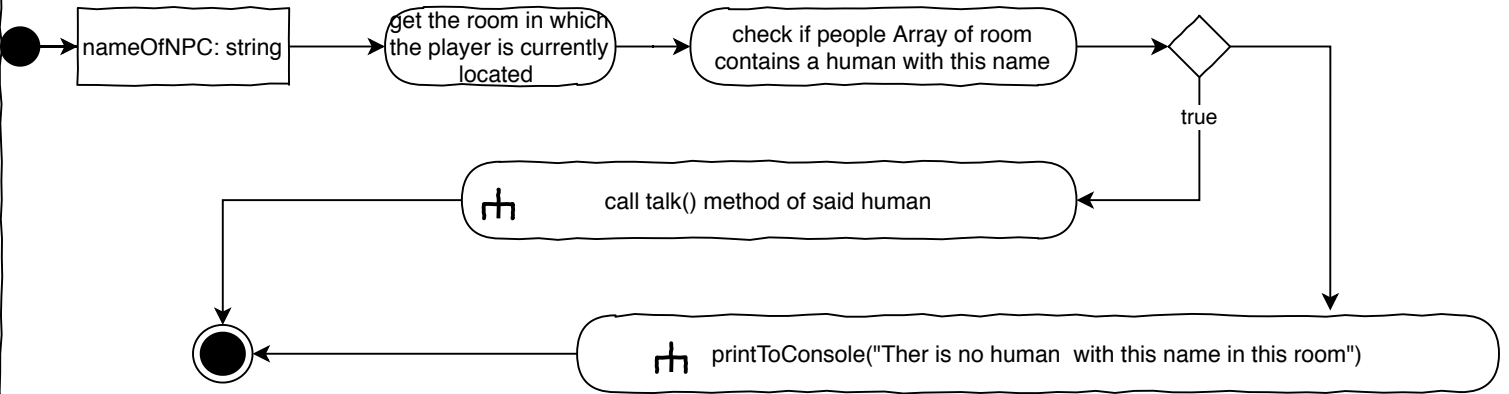
takeItem(itemName: string)



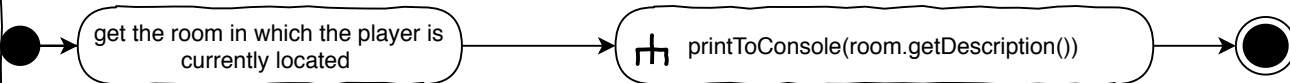
move(_direction: string)



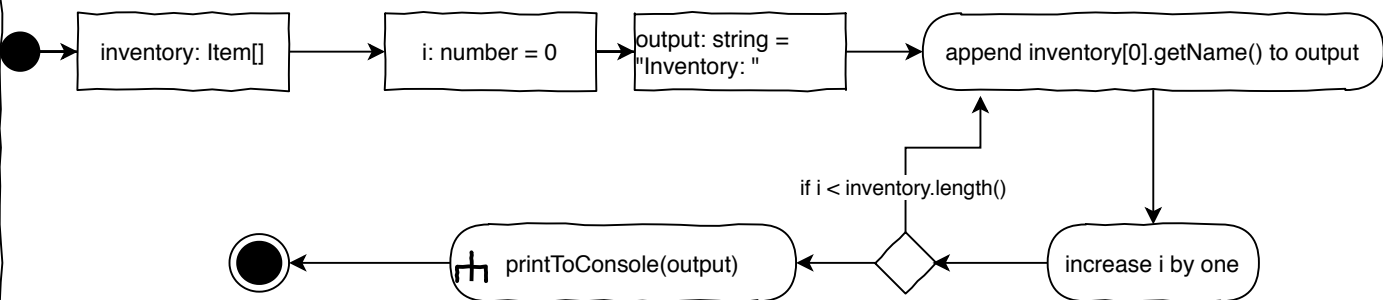
talkToNPC(nameOfNPC: string): void



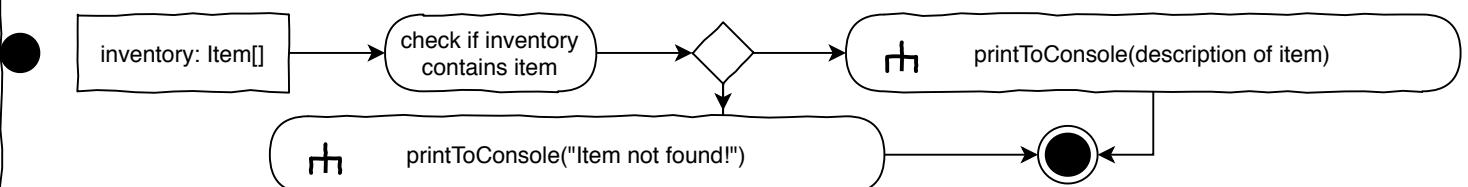
look(): void



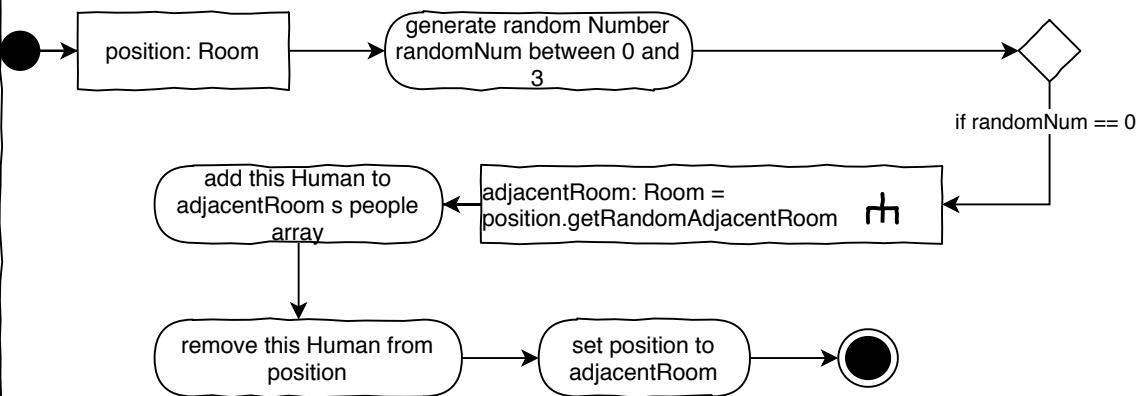
showInventory(): void



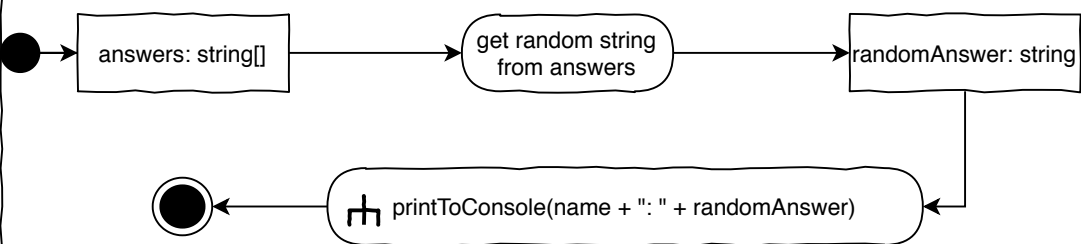
examine(_itemName: string): void



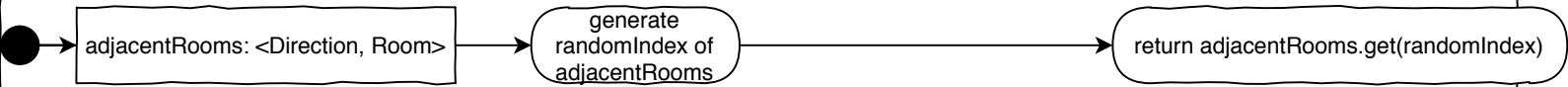
moveRandomly(): void



talk(): void



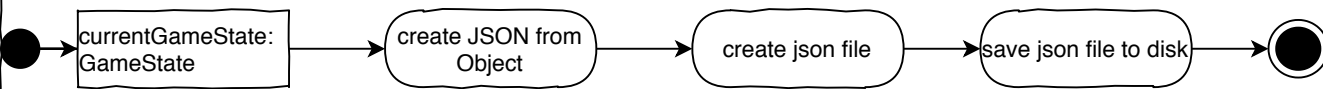
getRandomAdjacentRoom(): Room



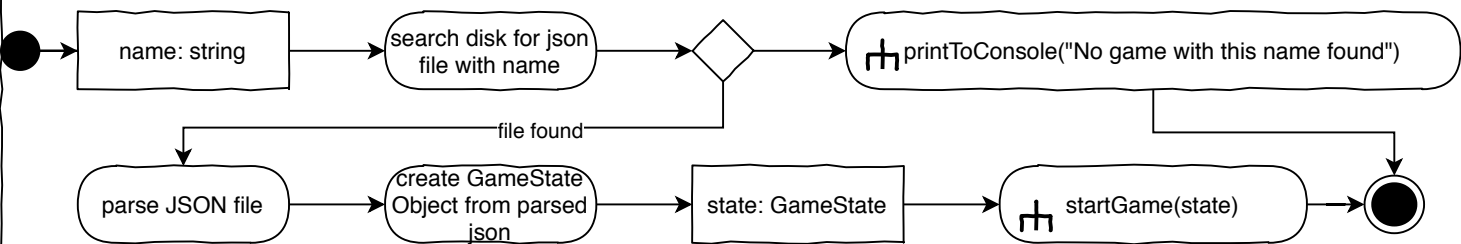
startGame(_state: GameState): void



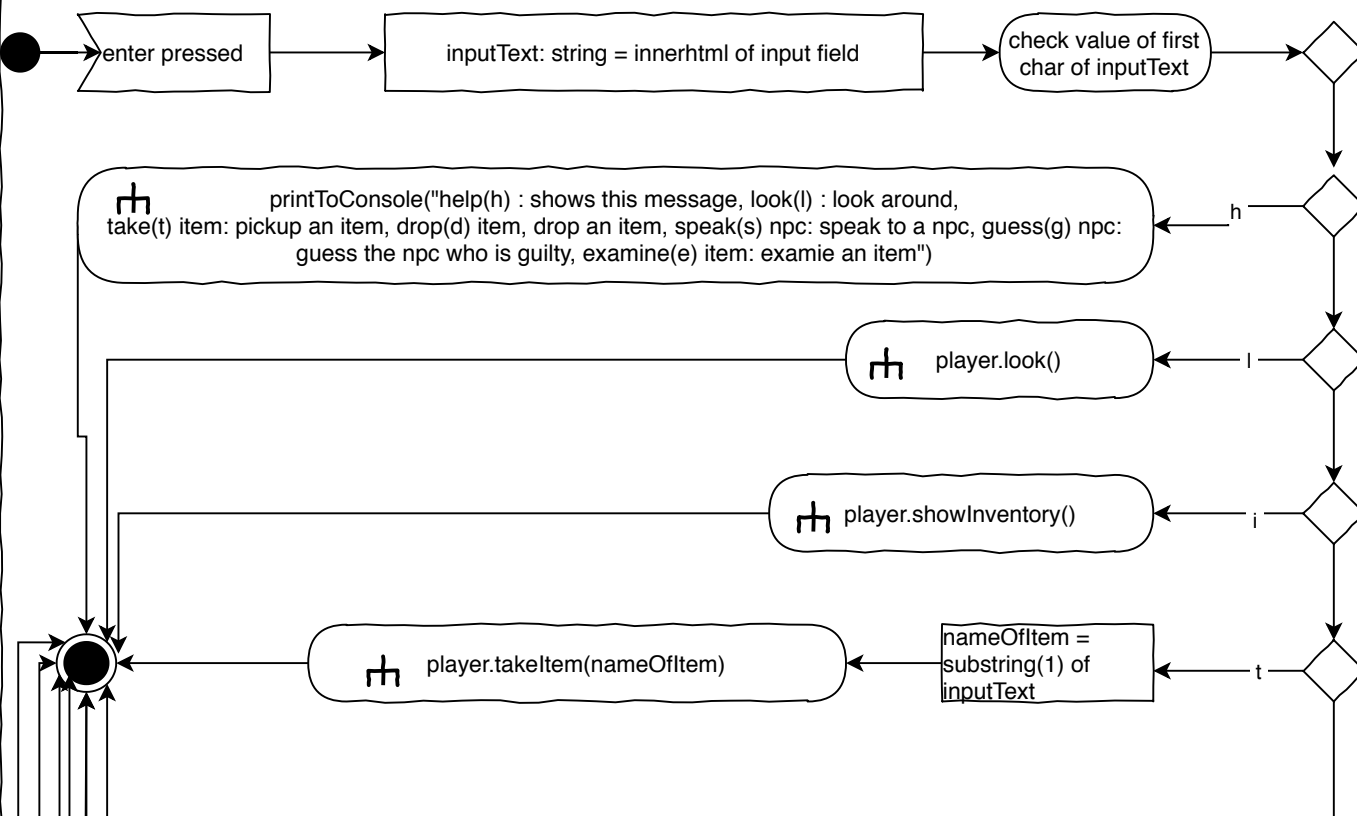
saveGame(): void

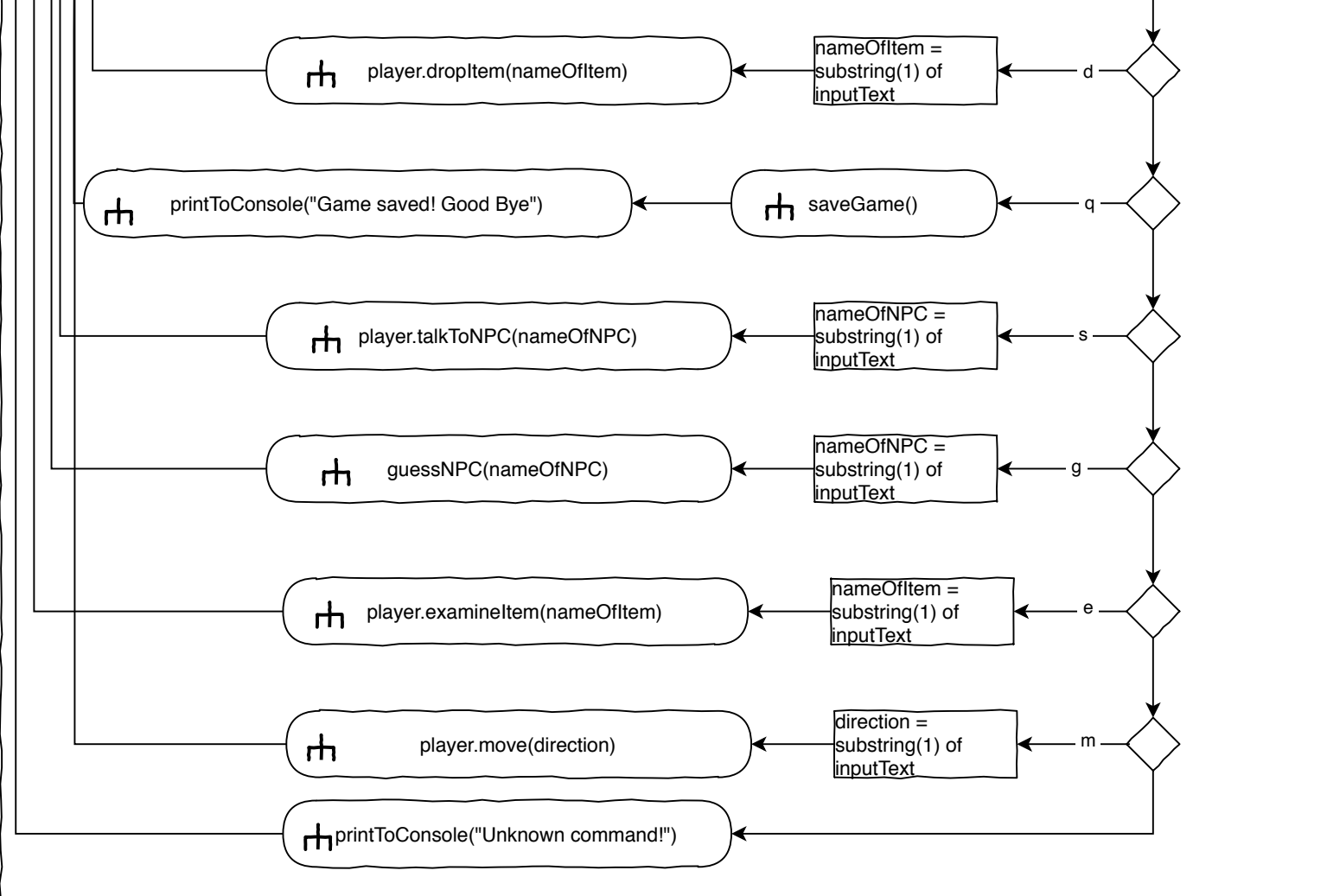


loadGame(_name: string)

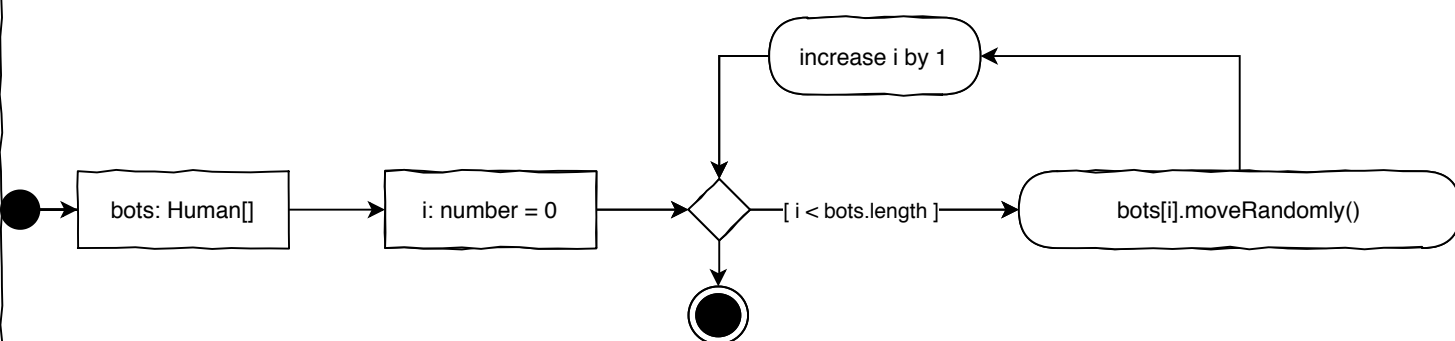


readInput(): void

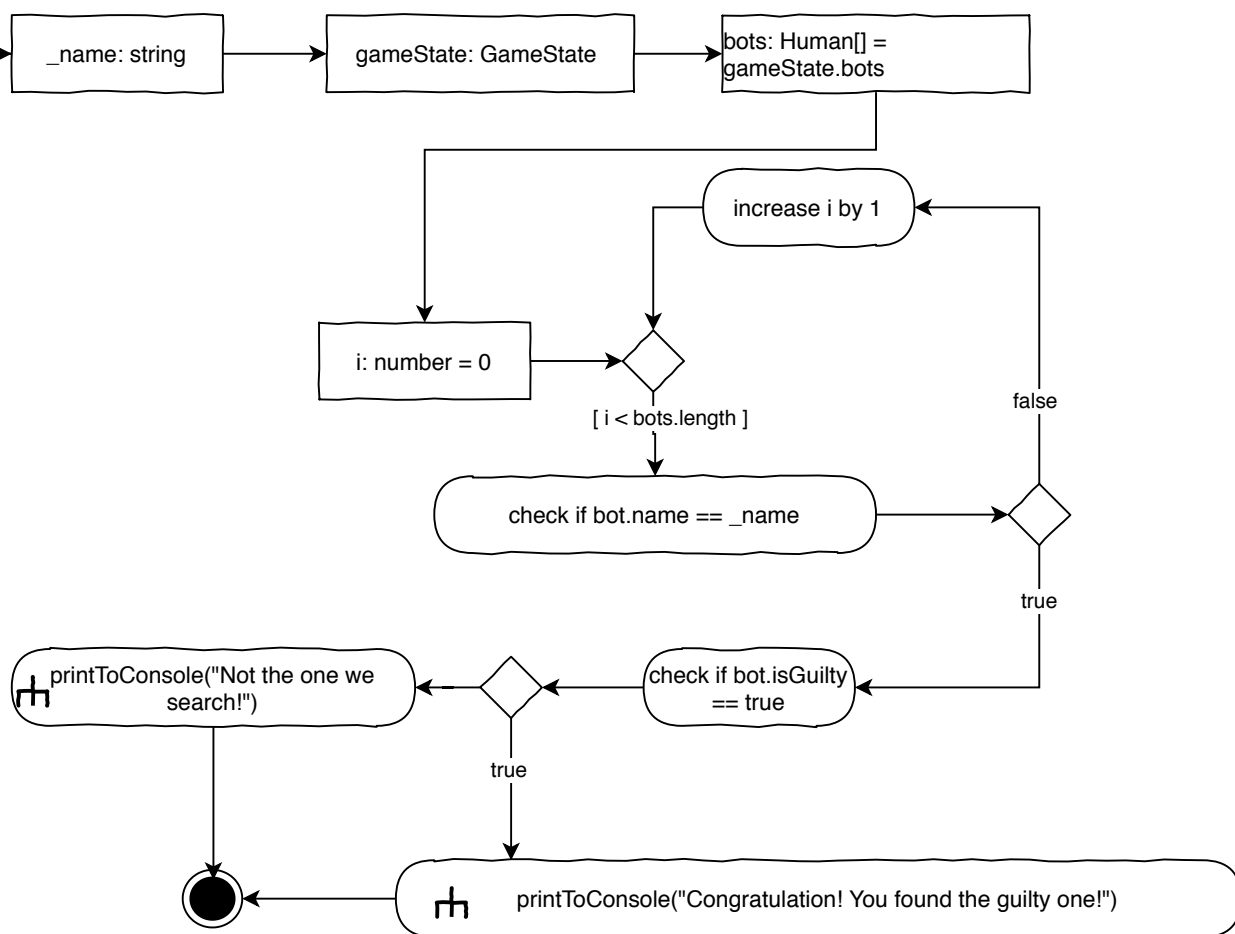




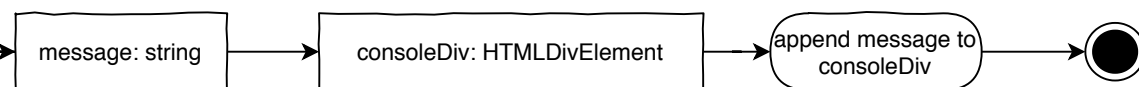
moveAllHumans(): void



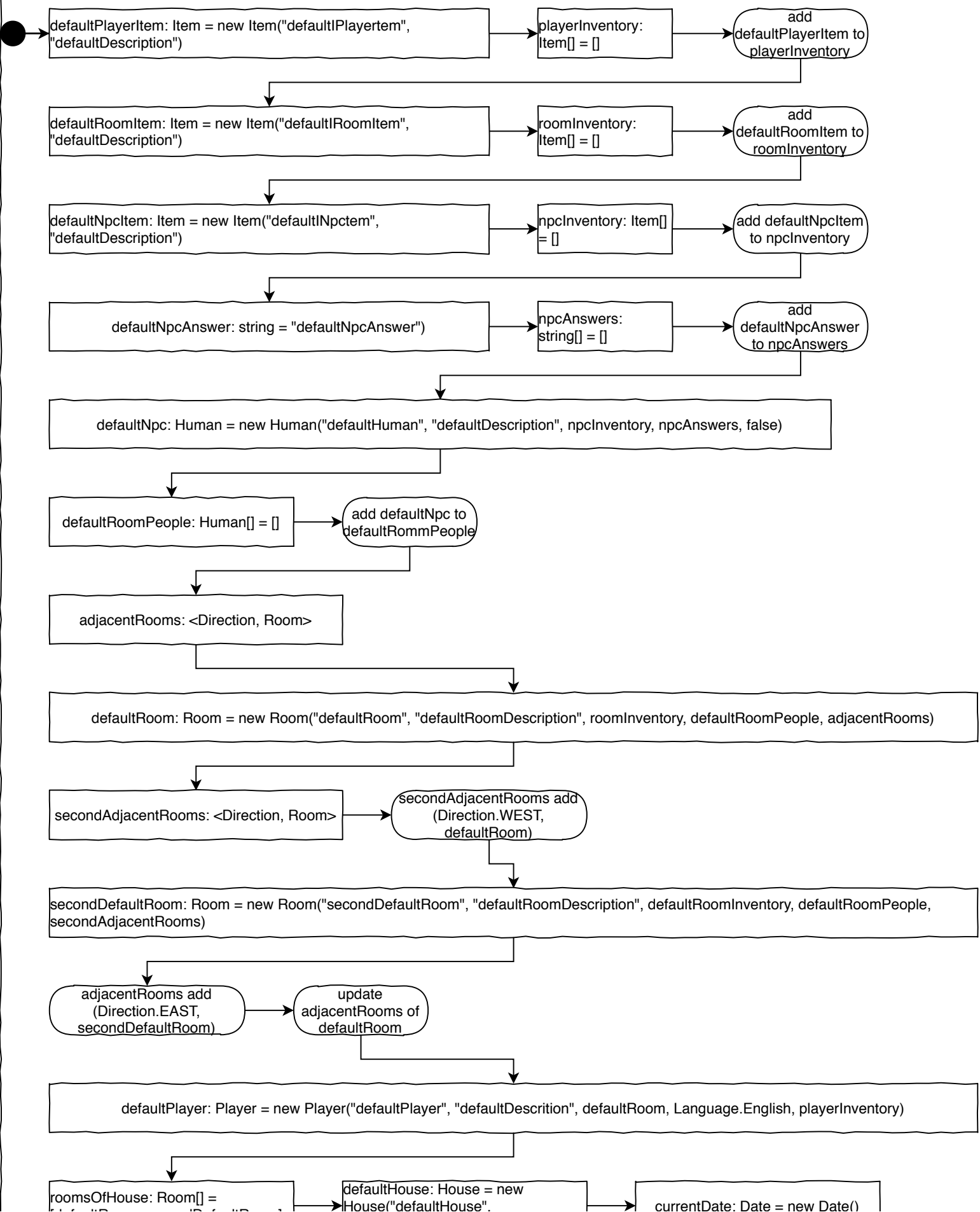
guessNPC(_name: string): void



printToConsole(message: string)



createDefaultGame(_name: string): GameState



[defaultRoom, secondDefaultRoom]

roomsOfHouse)

defaultGameState = new GameState("defaultGameState", "defaultDescription", currentDate, defaultPlayer, defaultHouse)

defaultGameState: GameState = new GameState("defaultGameState", "defaultDescription", currentDate, defaultPlayer, defaultHouse)

return defaultGameState



constructor(_name: string, _description: string, _saveDate: Date, _player: Player, _house: House): GameState

