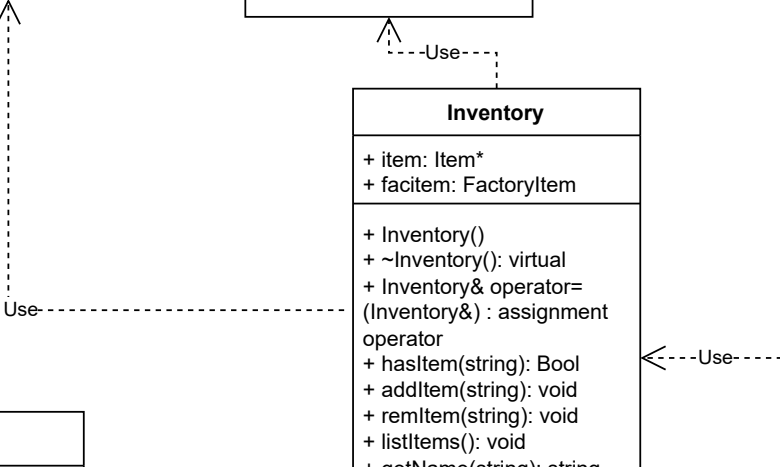
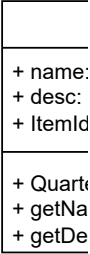
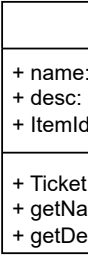
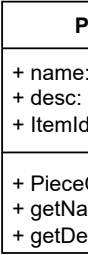
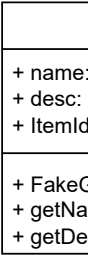
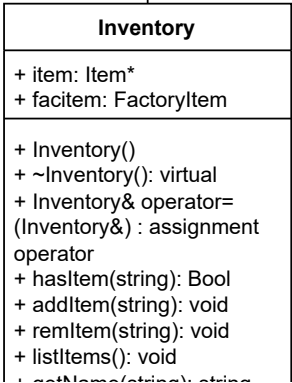
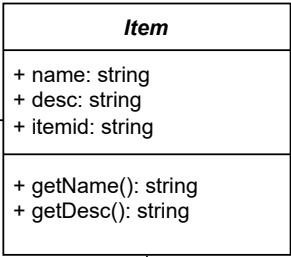
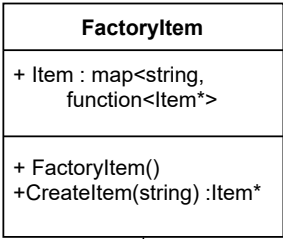
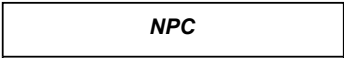
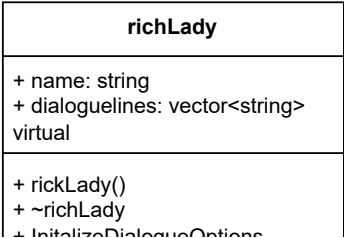
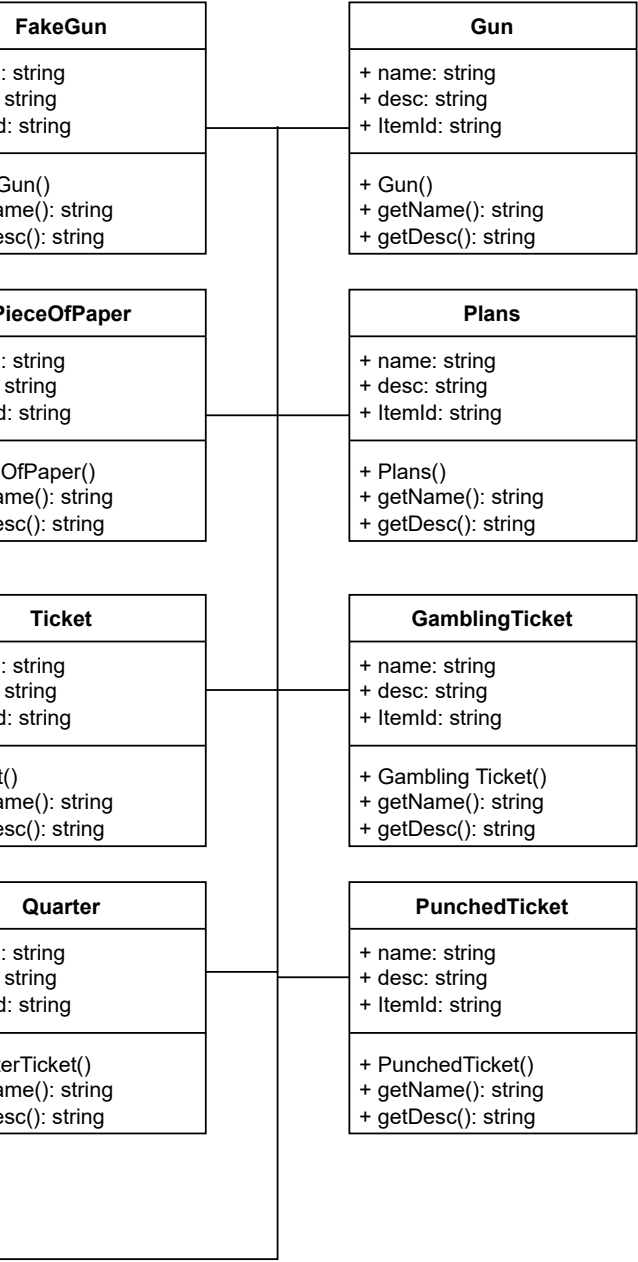


<b>gangLeader</b>
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<b>gamblingOutlaw</b>
+ name: string + dialoguelines: vector<string> virtual
+ gamblingOutlaw() + ~gamblingOutlaw() + InitializeDialogueOptions

<b>helpfullPassenger</b>
+ name: string + dialoguelines: vector<string> virtual
+ helpfullPassenger() + ~helpfullPassenger() + InitializeDialogueOptions





Player
+ name: string + playerinv: Inventory + alive: bool
+ Player(): void + ~Player(): void + Player& operator=(Player&): assignment operator

