br.unicamp.mc322.projeto.gameengine.action. Action		br.unicamp.mc322.projeto.heroquest.action. SimpleAttack	br.unicamp.mc322.projeto.heroquest.item. Dagger
		br.unicamp.mc322.projeto.heroquest.item. Weapon	br.unicamp.mc322.projeto.heroquest.item. LongSword
	br.unicamp.mc322.projeto.heroquest.action. Attack	br.unicamp.mc322.projeto.heroquest.magic. Fireball	br.unicamp.mc322.projeto.heroquest.item. ShortSword
		br.unicamp.mc322.projeto.heroquest.magic. MagicMissile	
	br.unicamp.mc322.projeto.heroquest.magic.		
	Magic	br.unicamp.mc322.projeto.heroquest.magic. SimpleHeal	
	br.unicamp.mc322.projeto.heroquest.action.Cure		
		br.unicamp.mc322.projeto.heroquest.magic. Teleport	
	br.unicamp.mc322.projeto.heroquest.action. Movement	br.unicamp.mc322.projeto.heroquest.action. RandomMovement	
	br.unicamp.mc322.projeto.heroquest.action. Reaction	br.unicamp.mc322.projeto.heroquest.entity. NullMovement	
		br.unicamp.mc322.projeto.heroquest.action. ChaseMovement	
		br.unicamp.mc322.projeto.heroquest.action. DiceMovement	