br.unicamp.mc322.projeto.gameengine.entity. Entity br.unicamp.mc322.projeto.gameengine.service.stagecreator.
PrototypableEntity br.unicamp.mc322.projeto.heroquest.entity. HeroQuestEntity br.unicamp.mc322.projeto.gameengine.service.gamerunner. RunnableTurn br.unicamp.mc322.projeto.gameengine.service.gamerunner. Runnable br.unicamp.mc322.projeto.heroquest.entity. Barbarian br.unicamp.mc322.projeto.heroquest.entity. br.unicamp.mc322.projeto.heroquest.entity. Attackable Creature br.unicamp.mc322.projeto.heroquest.entity. br.unicamp.mc322.projeto.heroquest.entity. br.unicamp.mc322.projeto.heroquest.entity. br.unicamp.mc322.projeto.heroquest.entity. Attacker Curable br.unicamp.mc322.projeto.heroquest.entity.Elf br.unicamp.mc322.projeto.heroquest.entity.

Movable br.unicamp.mc322.projeto.heroquest.action. Looter br.unicamp.mc322.projeto.heroquest.entity. Wizard