di.uniba.map.b.adventure.GameDescription

+ getRooms()
+ setCurrentRoomById()
+ setGame()
+ getCommands()
+ getCurrentRoom()
+ isKeyUsed()
+ setKeyUsed()
+ setCurrentRoom()
+ getInventory()
+ init()
+ nextMove()
+ getWelcomeMsg()
+ addObject()
+ getObjectById()

di.uniba.map.b.adventure.impl.SpaceEscape

+ init()
+ nextMove()
+ attach()
+ detach()
+ notifyObservers()
+ getWelcomeMsg()