di.uniba.map.b.adventure.type.Room

- + Room()
- + Room()
- + addObject()
- + getDynamicLook()

-east -north -south

-currentRoom

-currentRoom \-gam

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. GameDescription

- + getRooms()
- + setCurrentRoomById()
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