

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

di.uniba.map.b.adventure.impl.  
UseObserver.update

di.uniba.map.b.adventure.  
GameDescription.isKeyUsed

```
graph LR; A["di.uniba.map.b.adventure.impl.  
SpaceEscape.nextMove"] --> C["di.uniba.map.b.adventure.  
GameDescription.isKeyUsed"]; B["di.uniba.map.b.adventure.impl.  
UseObserver.update"] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'SpaceEscape.nextMove' and 'UseObserver.update', both point via blue arrows to a target method 'GameDescription.isKeyUsed'. The target method is highlighted in a grey box, while the source methods are in white boxes.