

di.uniba.map.b.adventure.
GameDescription.setGame

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

di.uniba.map.b.adventure.
GameDescription.setKeyUsed

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graph LR; A[di.uniba.map.b.adventure.  
GameDescription.setGame] --> C[di.uniba.map.b.adventure.  
GameDescription.setKeyUsed]; B[di.uniba.map.b.adventure.impl.  
UseObserver.update] --> C;
```

The diagram illustrates a dependency or mapping relationship. On the left, two white rectangular boxes with black borders contain the following text: the top box contains 'di.uniba.map.b.adventure.' followed by 'GameDescription.setGame' on the next line; the bottom box contains 'di.uniba.map.b.adventure.impl.' followed by 'UseObserver.update' on the next line. On the right, a gray rectangular box with a black border contains the text 'di.uniba.map.b.adventure.' followed by 'GameDescription.setKeyUsed' on the next line. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both source methods are associated with or mapped to the target method.