

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

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

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

di.uniba.map.b.adventure.  
GameDescription.setCurrentRoom

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graph LR; A[di.uniba.map.b.adventure.impl.SpaceEscape.init] --> D[di.uniba.map.b.adventure.GameDescription.setCurrentRoom]; B[di.uniba.map.b.adventure.impl.SpaceEscape.nextMove] --> D; C[di.uniba.map.b.adventure.impl.MoveObserver.update] --> D;
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The diagram illustrates a dependency or call relationship. Three source methods, each in a white box with a black border, are on the left. Three blue arrows point from these source methods to a single target method in a gray box on the right. The target method is 'di.uniba.map.b.adventure.GameDescription.setCurrentRoom'.