## 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. GameObservable

- + attach()
- + detach()
- + notifyObservers()

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

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