di.uniba.map.b.adventure.parser. ParserOutput.getCommand

di.uniba.map.b.adventure. GameDescription.getCurrentRoom

di.uniba.map.b.adventure.type. AdvObject.getId

di.uniba.map.b.adventure.parser. ParserOutput.getInvObject

di.uniba.map.b.adventure.impl. UseObserver.update di.uniba.map.b.adventure.type.
Command.getType

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

di.uniba.map.b.adventure.type. AdvObjectContainer.isOpen

di.uniba.map.b.adventure.type. AdvObject.isOpenable

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

di.uniba.map.b.adventure.type. AdvObjectContainer.setOpen