

di.uniba.map.b.adventure.type.
Room.addObject

```
graph LR; A[di.uniba.map.b.adventure.type.  
Room.addObject] --> B[di.uniba.map.b.adventure.  
GameDescription.addObject]; A --> C[di.uniba.map.b.adventure.type.  
AdvObject.getId];
```

di.uniba.map.b.adventure.
GameDescription.addObject

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