AKTIVIT ats diagramme Waye St Game Game () state spiel Benenne Charackty) Spacker None > (add Heyr, Rooms, Bane Korte auf ShowLocation () ShowLocation() Klasse remande dereitigen Raum Schrebe Titel Schribe Berchrabup Roum Character & Roumin vestor > 0 schrobe alle gib alle Charoltse gele alle moglichen Toren aw

Klaye Game Do Action () input command conmand went Methoden and Contract klove and rufen Move Rosn OF Klorge MoveRoom () Gome Tapad command jede Tur in Surgabe "woong Pirection") -> @ derzetigen Raum ubspraton Calche Input perchloren V Tax offen Augobe richtiger neus Roun = door Getleads to Input Sugale Rewegungs richtung (0) move NPCC) show location Ux

Wasse Game Move VPC () imput String characteristict widt existics in dan & sich auf hatt finde character object lege erne zufallige Richtung abyrde pode Tai in Richtung möglich new Room = door landited Raum new Room odd Character MoveMec) esidleren X often old Room - remove Clarite () nicht a coplich Move NPC () Klare Gane Update () String Input check inpat GameRunning = false Check Gaus Oig Write Gane our false true (Do Action ()) Environment, Extle

Klare Control Drop () input from Update () Covole Worte [drop] [inpect 35 "drop" Vourent Room. add Item input oxitist in curant Chanacter tokelton) Covole Writeline Consoleleriteline Input existingt, (0) aber Keyltern a cannot drop" & Carole Writeline a dog not exist" exist