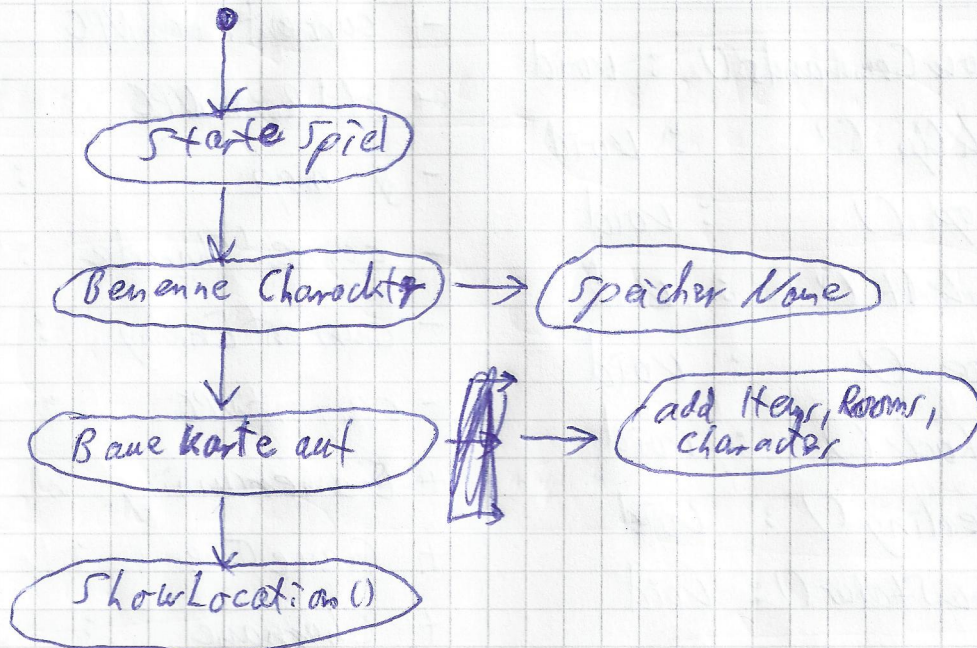
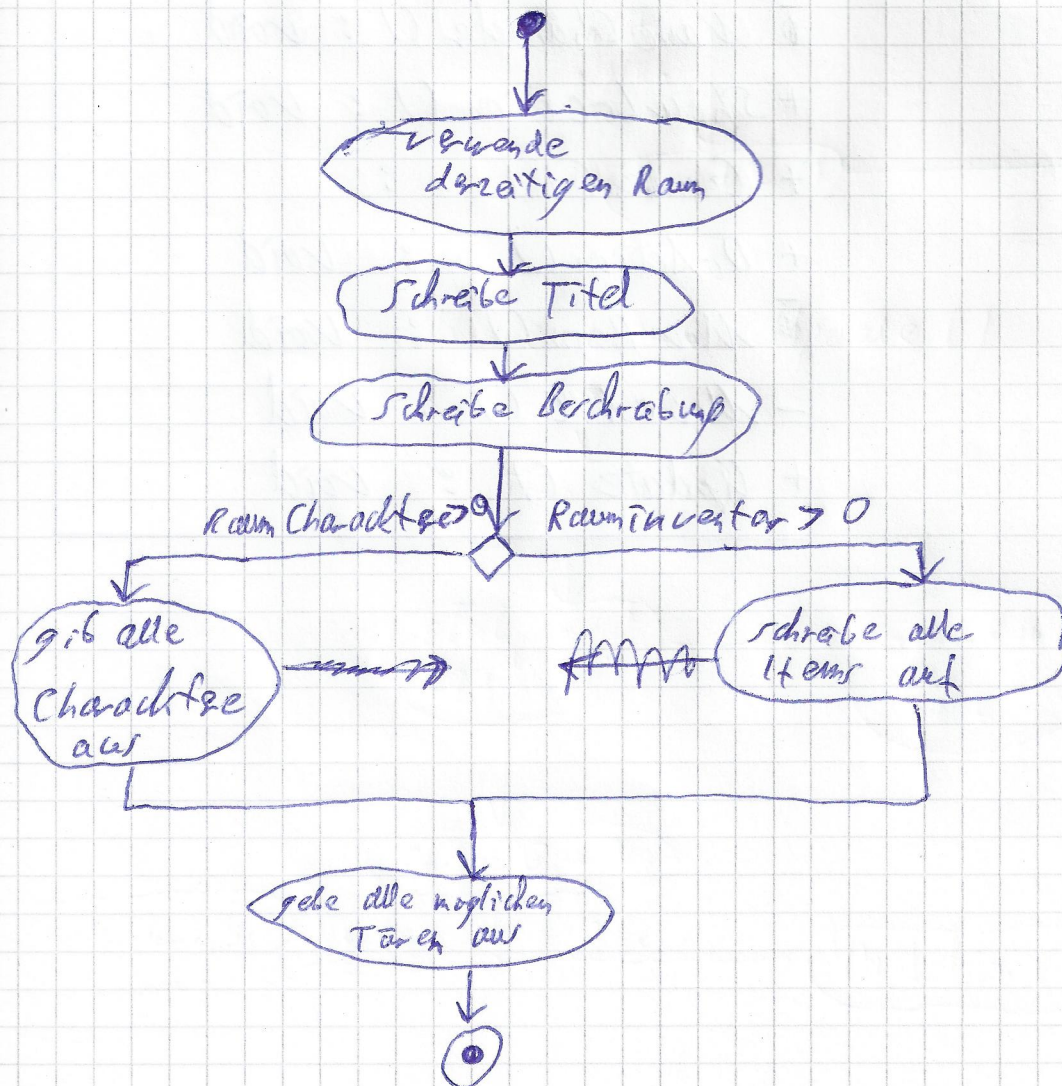


# Aktivitätsdiagramme

Klasse ~~Game~~ Game()

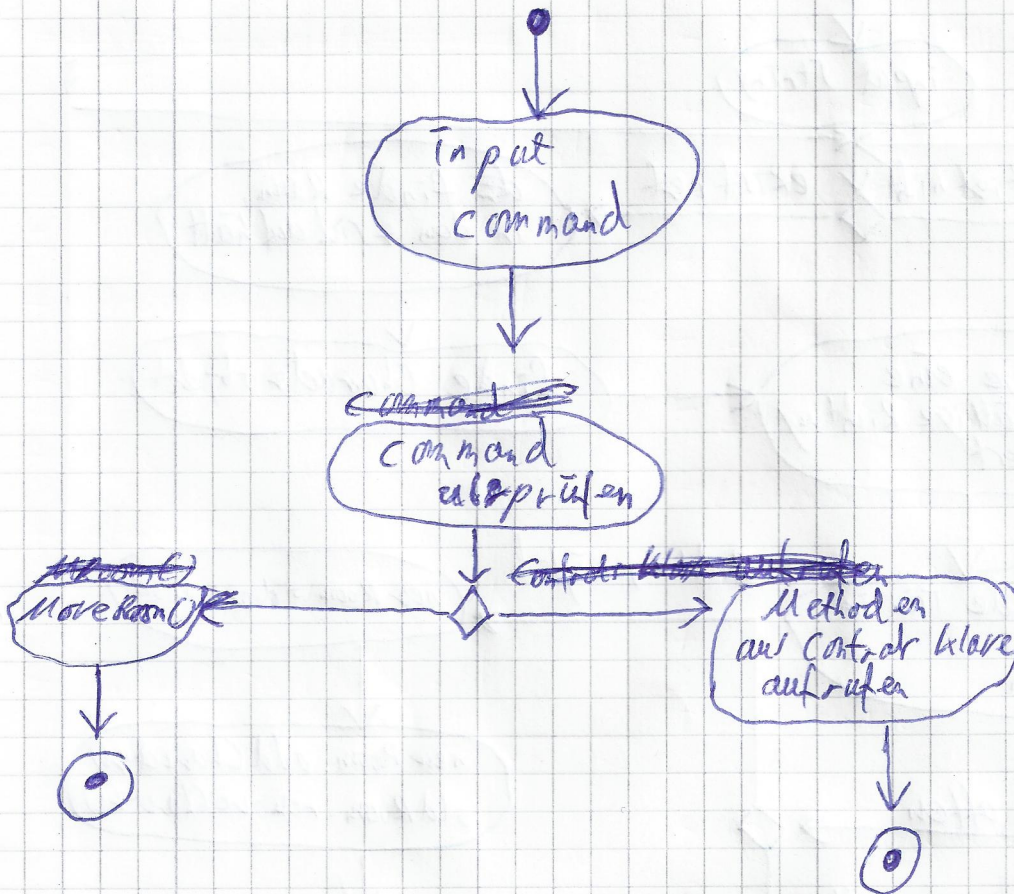


Klasse Game ShowLocation()

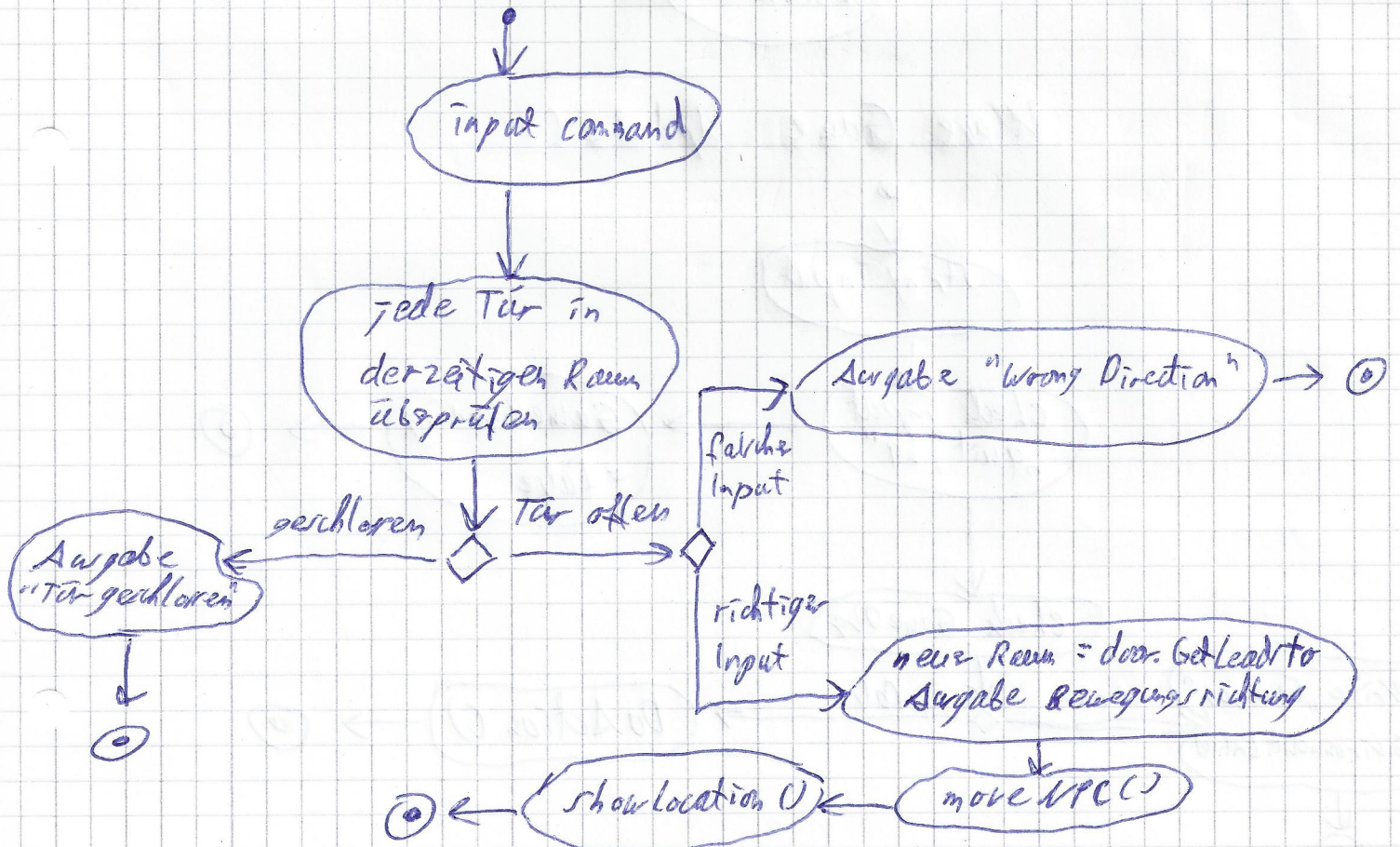




## Klasse Game DoAction()

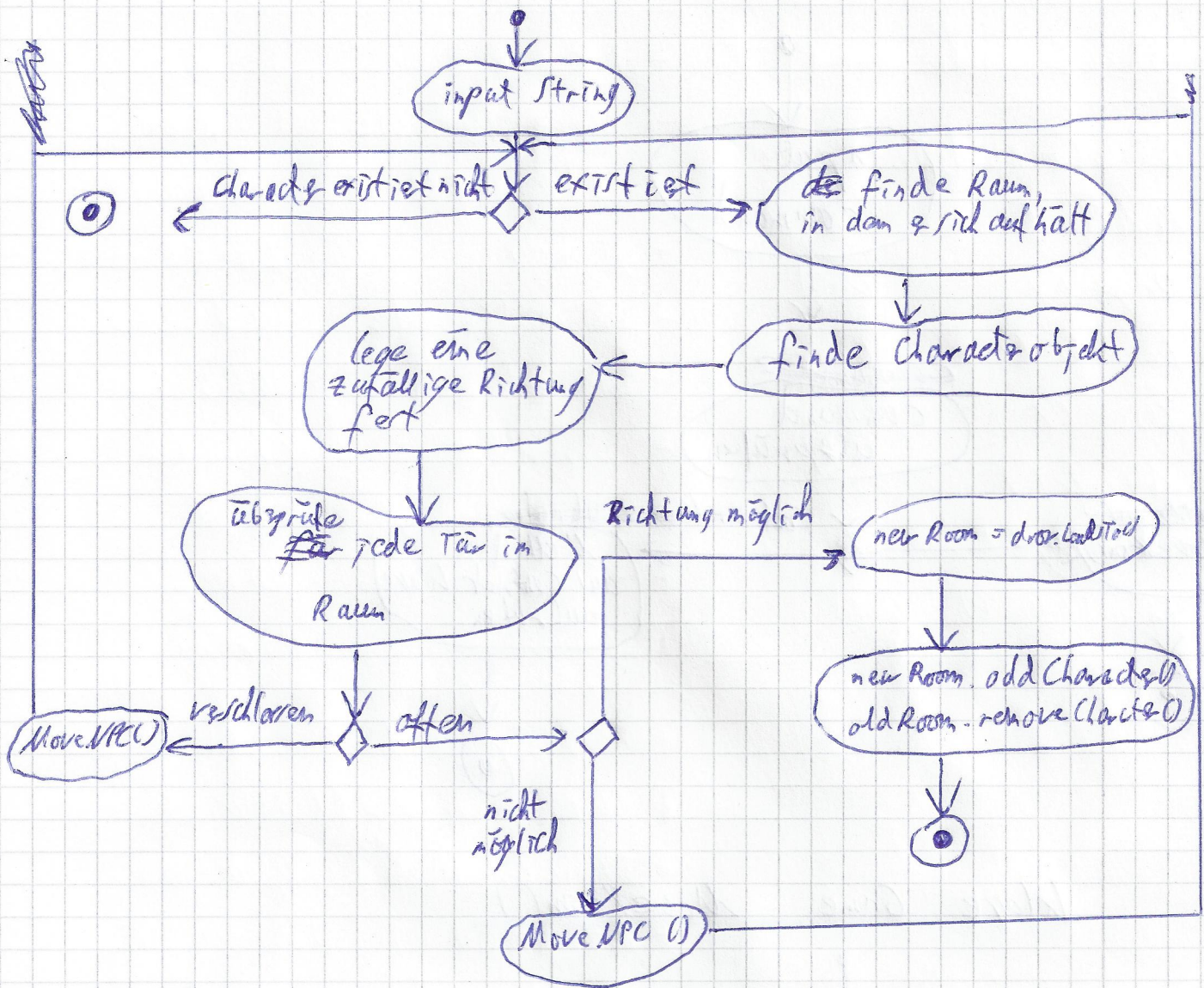


## Klasse Game MoveRoom()

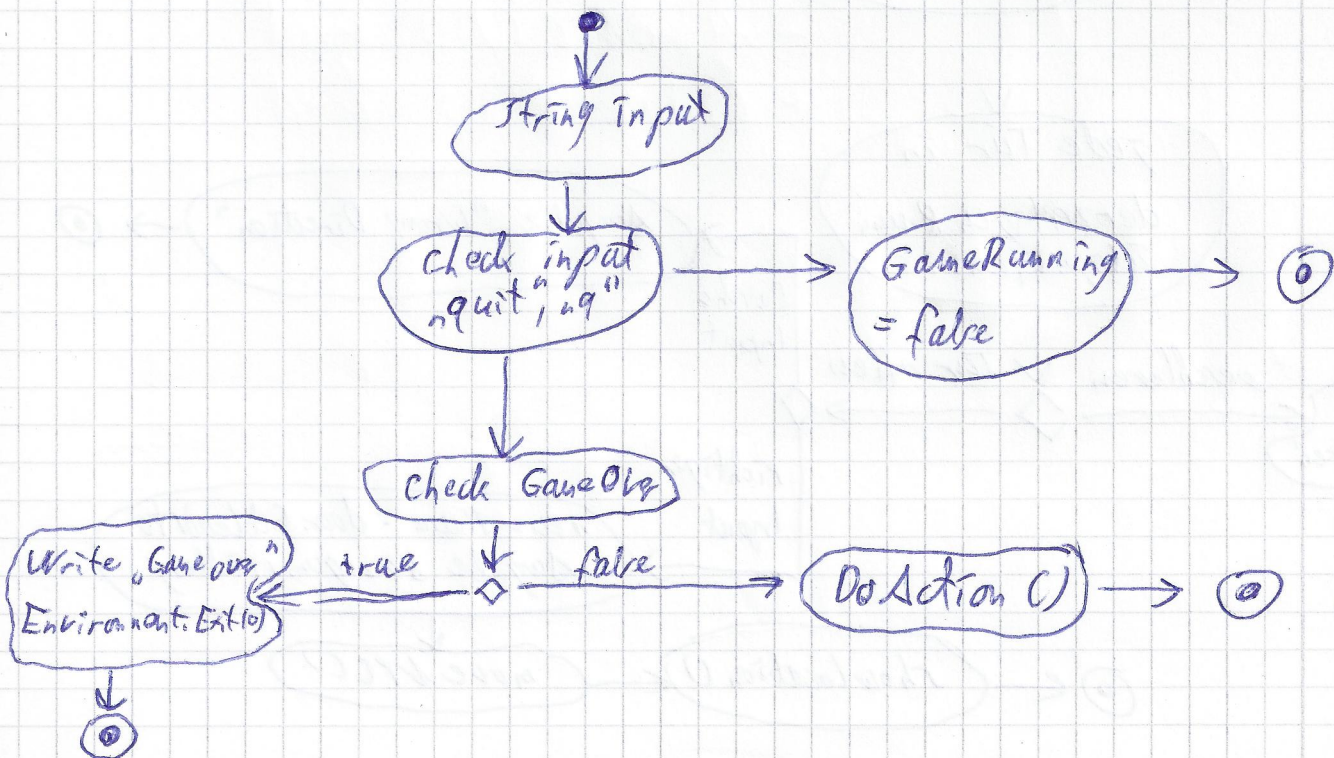




## Klasse Game Move/PC()



## Klasse Game Update()





# Klasse Controls Drop()

