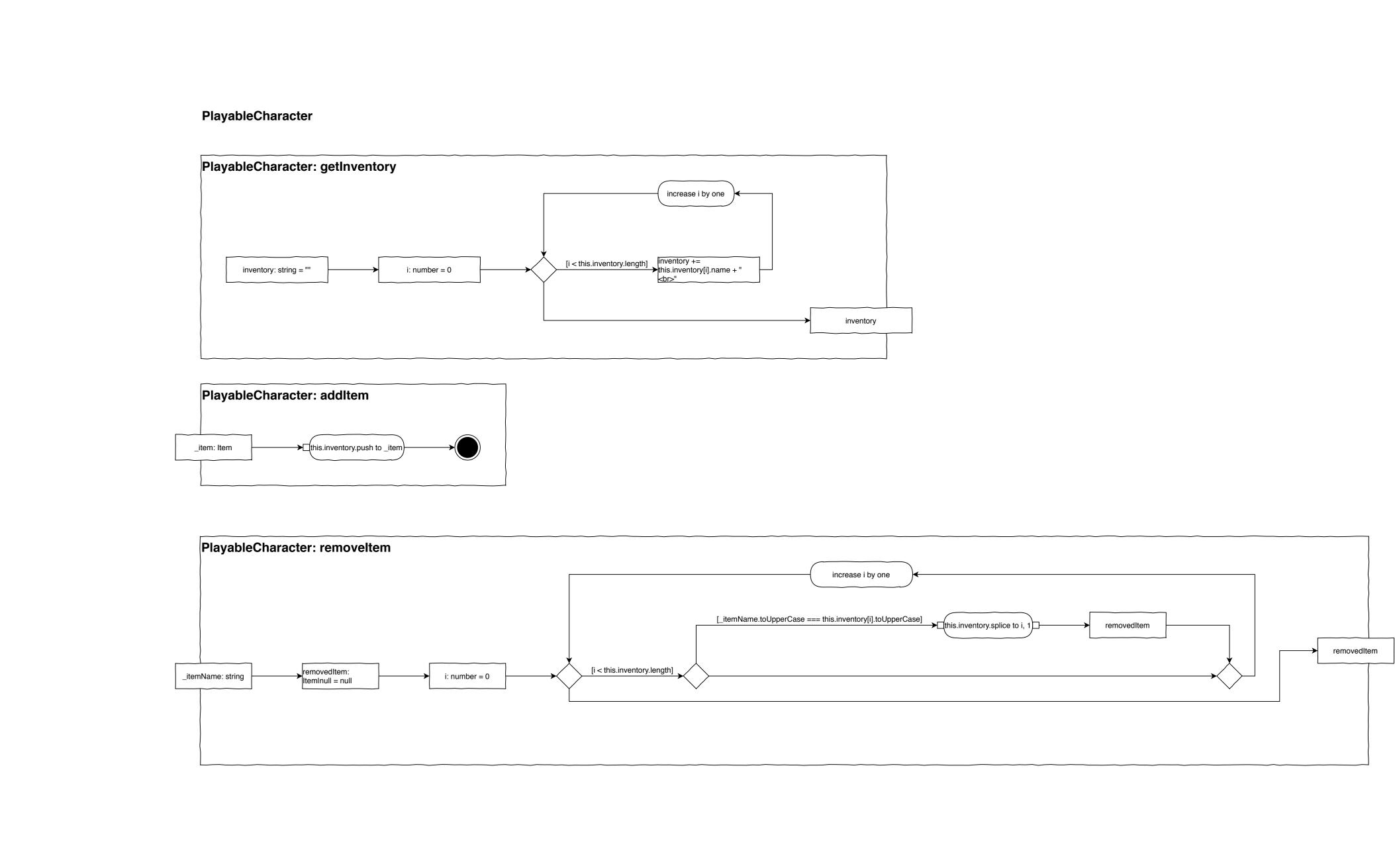


_characterName: i: number = 0 [i < this.characters.length]

[_userInput == "start" | I "s"] placeDescription = this.level1.getCharacterPosition(this.mainCharacter).getFullDescription



increase k by one

[this.places[i][j-1].isPassable] this.places[i][j].removeCharacter to __character.name newPosoitonX = j - 1