

\_observer: Observer

\_indexOfObs: number

this.observers splice to indexOfObs

indexOfObs

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

inventory

[this.places[i][j-1].isPassable] this.places[i][j].removeCharacter to \_\_character.name newPosoitonX = j - 1