

Registry

+ context: Context + fallback: Command + commands: Map<String, Command>

+ Registry(context, fallback): void + register(name, command): void + dispatch(line): void + getCommand(commandName): Command + getCommandNames(): String[] + getParamters(input): String[]

Context

+ current: Space + done: boolean = false

+ Context(node): void + getCurrent(): Space + transition(direction): void + makeDone(): void + isDone(): boolean

World

+ entry: Space

+ World(): void + getEntry(): Space