GameServer	CreaturesQueue	Field	CommandMap	Player

removeCreature(stack)

removeCreature(stack)

addCommand(creatureDiedCommand)

removeCreature(stack)

alt

[player.creatures.size == 0]

setState(END_GAME)

gameEndOut()

getCurrentCreature()

addCommand(gameResultCommand)

[player.creatures.size != 0]

ref

ChangeCreature