



"actor"

KeyEvent-G()

Keyboard keyboard

Game game

Player: active-player

ALT numberGrenade > 0

useGrenade()

useGrenade()

Obstacle()

false

addListeObject(g)

"create" Grenade

Grenade g

activate()

addGrenade(-1)

run()

"create" Sound

Sound sound

playSound()

explosion()

crush()







"actor"

Map map

House mouse

Game game

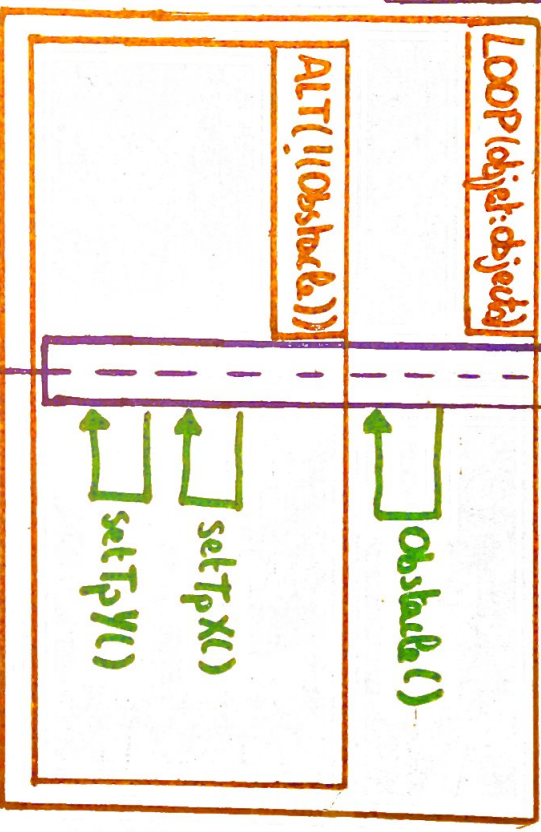
Keyboard keyboard

Player: active-player

mouse pressed

mapEvent()

mouseEvent()



KeyEvent-Z()

useTeleportation()

useTeleportation()

