



## Place

-scene : String
-obj : Object

+getScene() : String
+setScene(String) : void
+getObj() : Object
+setObj(Object) : void

## Const

+X\_SIZE :static final int +Y\_SIZE :static final int

## Message

+SELECT\_MOVE :static final String +NOTHING :static final String +SELECT\_FIGHT:static filal String +SELECT\_TAKE :static final String

## Main