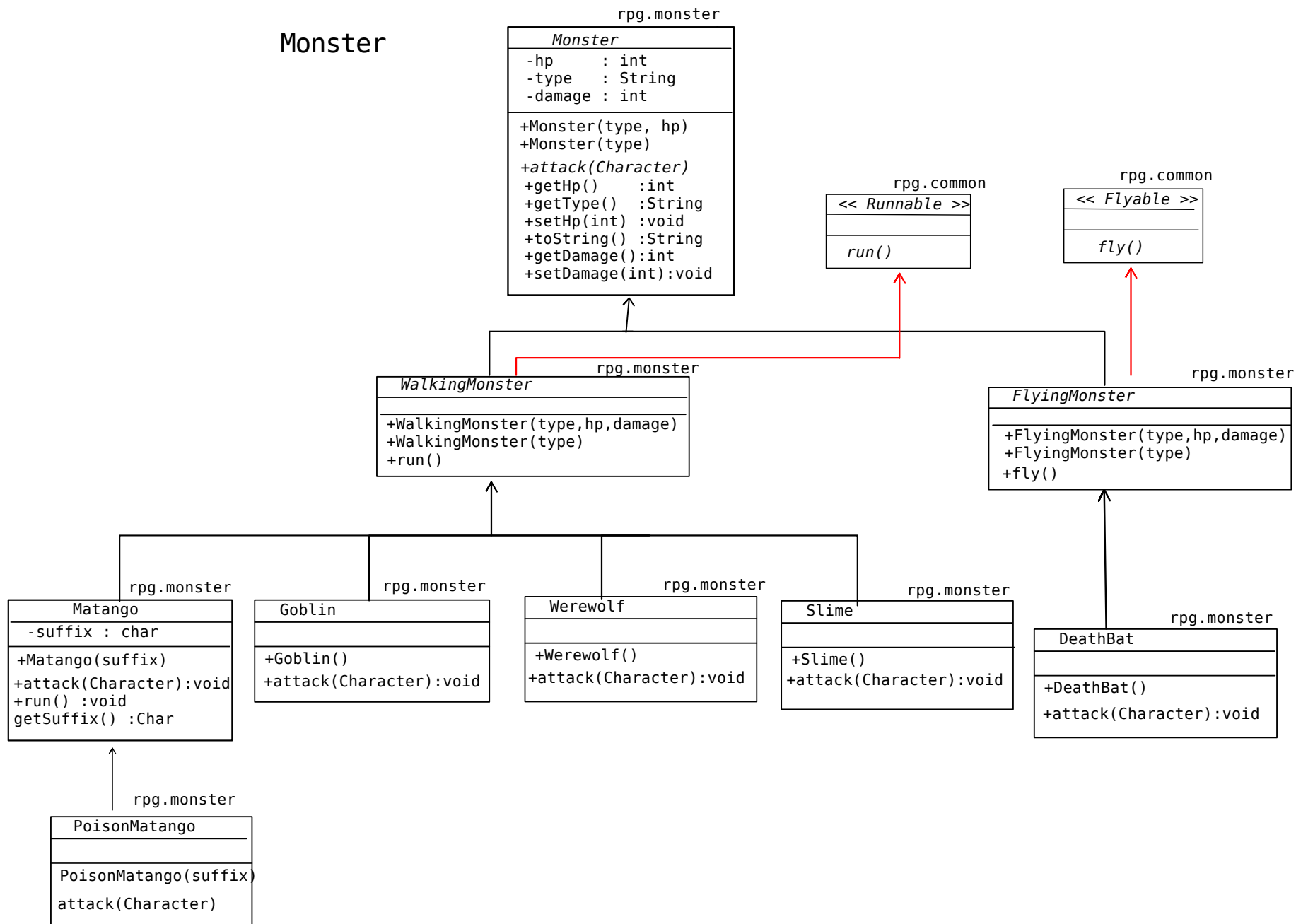
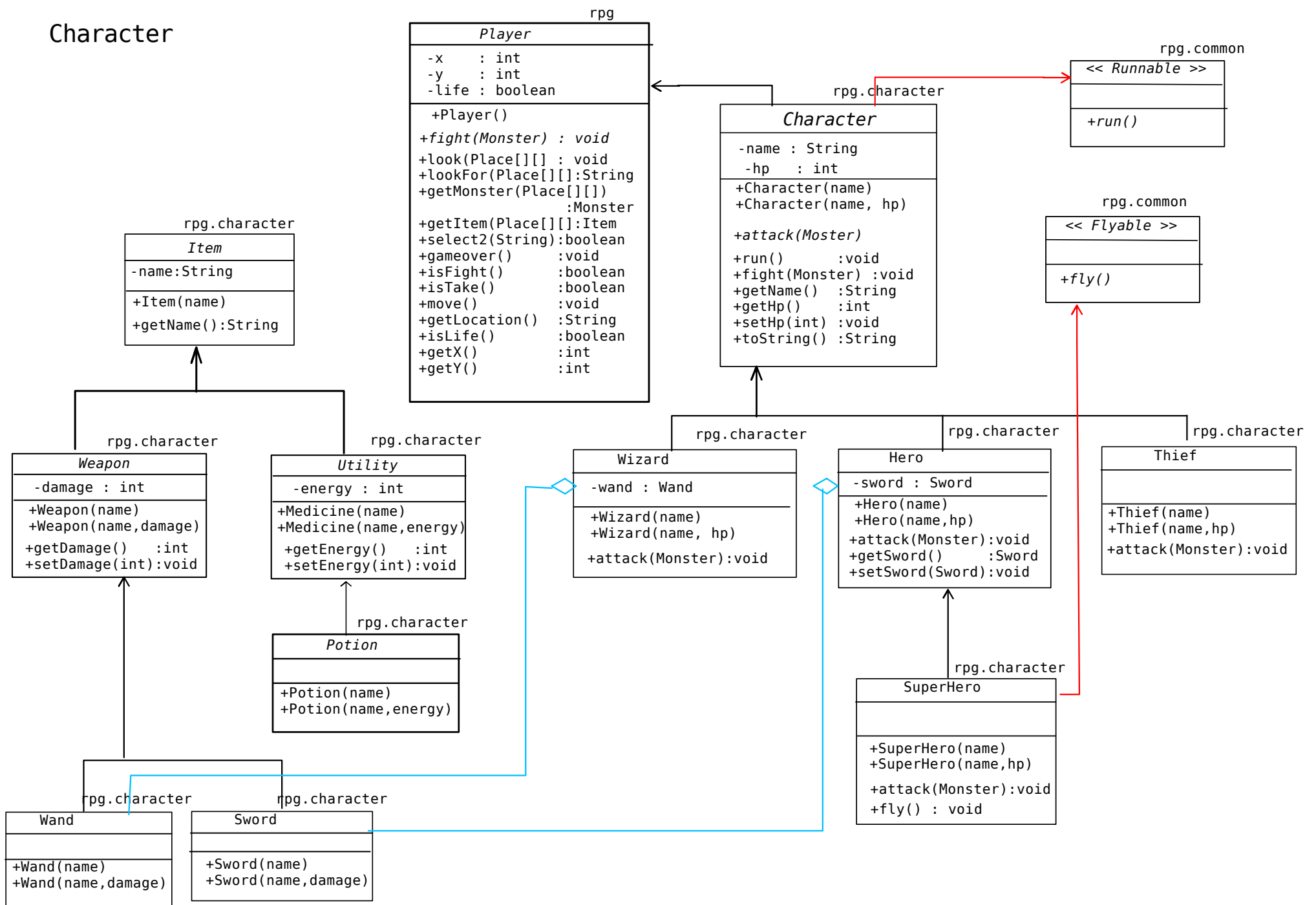


Monster



Character



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 final String
+SELECT_TAKE :static final String

Main
+main(String[]) :static void +setup(Place[][]) :static void +removeObj(int,int,Place[][]) :static void +setObj(Object,Place[][]) :static void