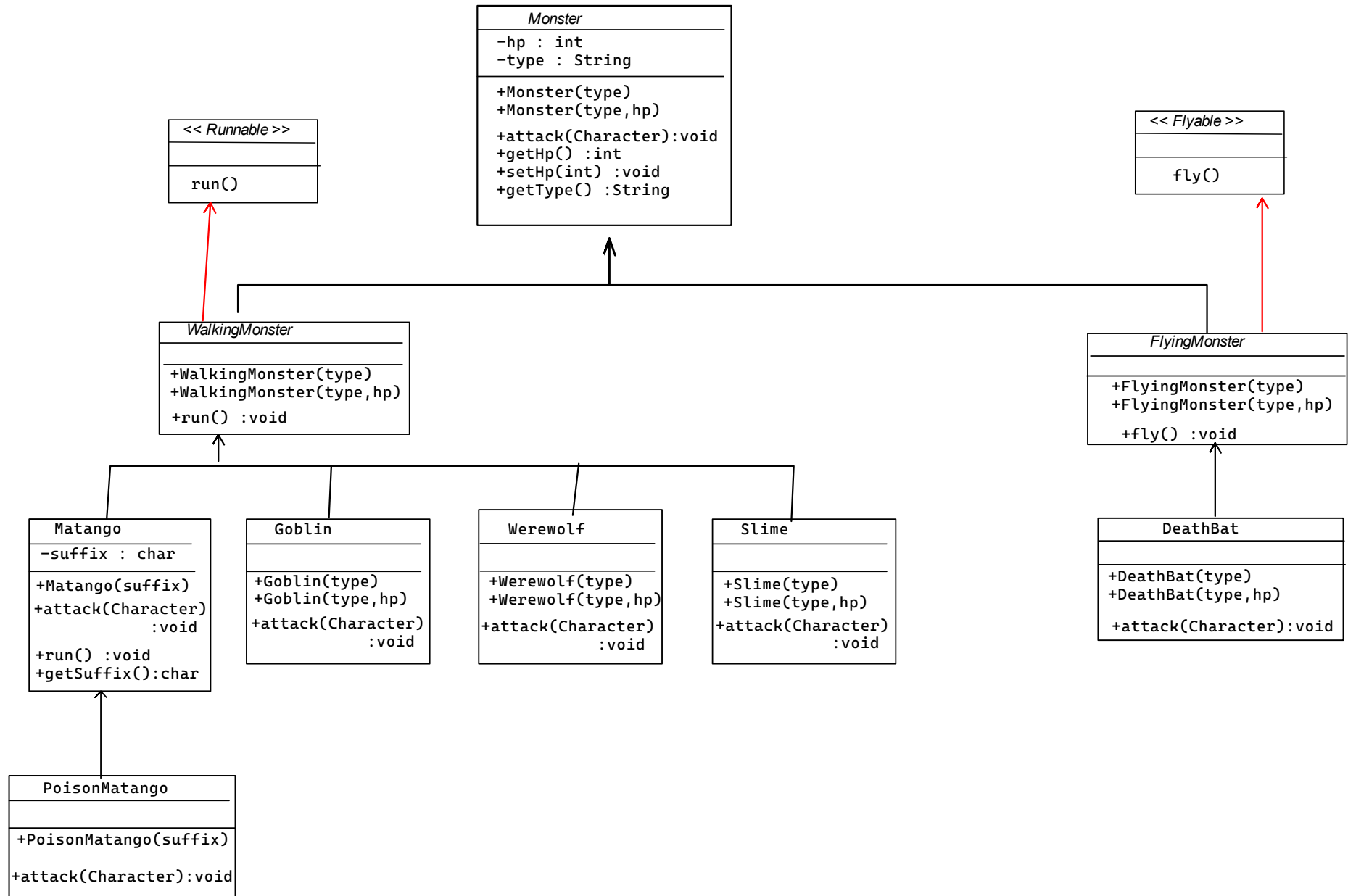
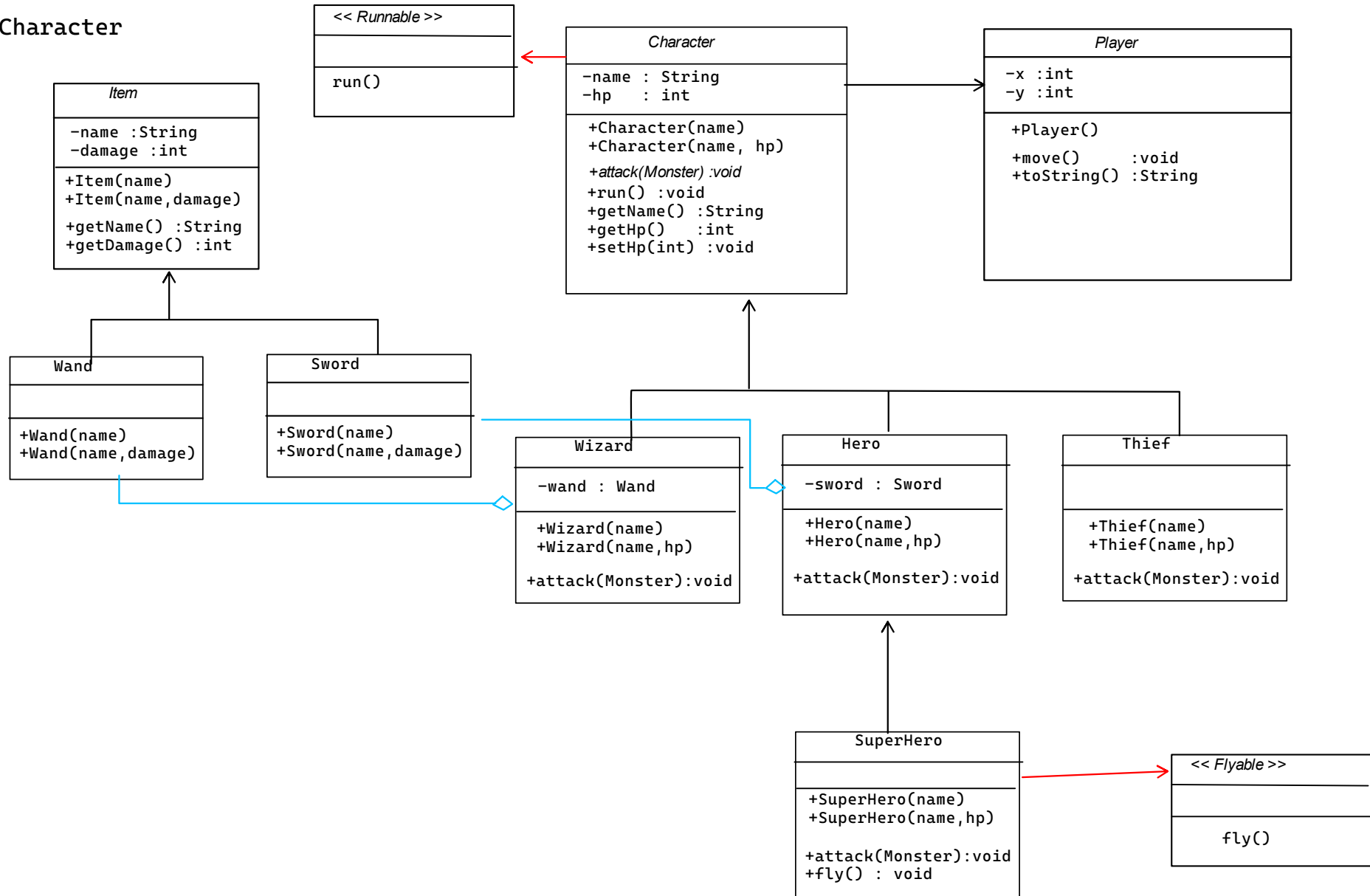


# Monster



# Character



Place
<div><div>-obj : Object</div><div>-scene : String</div></div>
<div><div>+Place()</div><div>+getObj() :Object</div><div>+setObj(Object) :void</div><div>+getScene() :String</div><div>+setScene(String) :void</div></div>