

+ <u>createItem(id:int,name:string,damage:int)</u>

LookAround _ _ _ _ _ _ _ _ _ -----+ execute(TheWorldFacade, Appendable, Scanner): boolean MovePlayer CommandInterface $\succ ---- \Rightarrow$ + execute(TheWorldFacade: twf): ______

ControllerInterface

+ playGame(TheWorldFacade

twf, String specification);