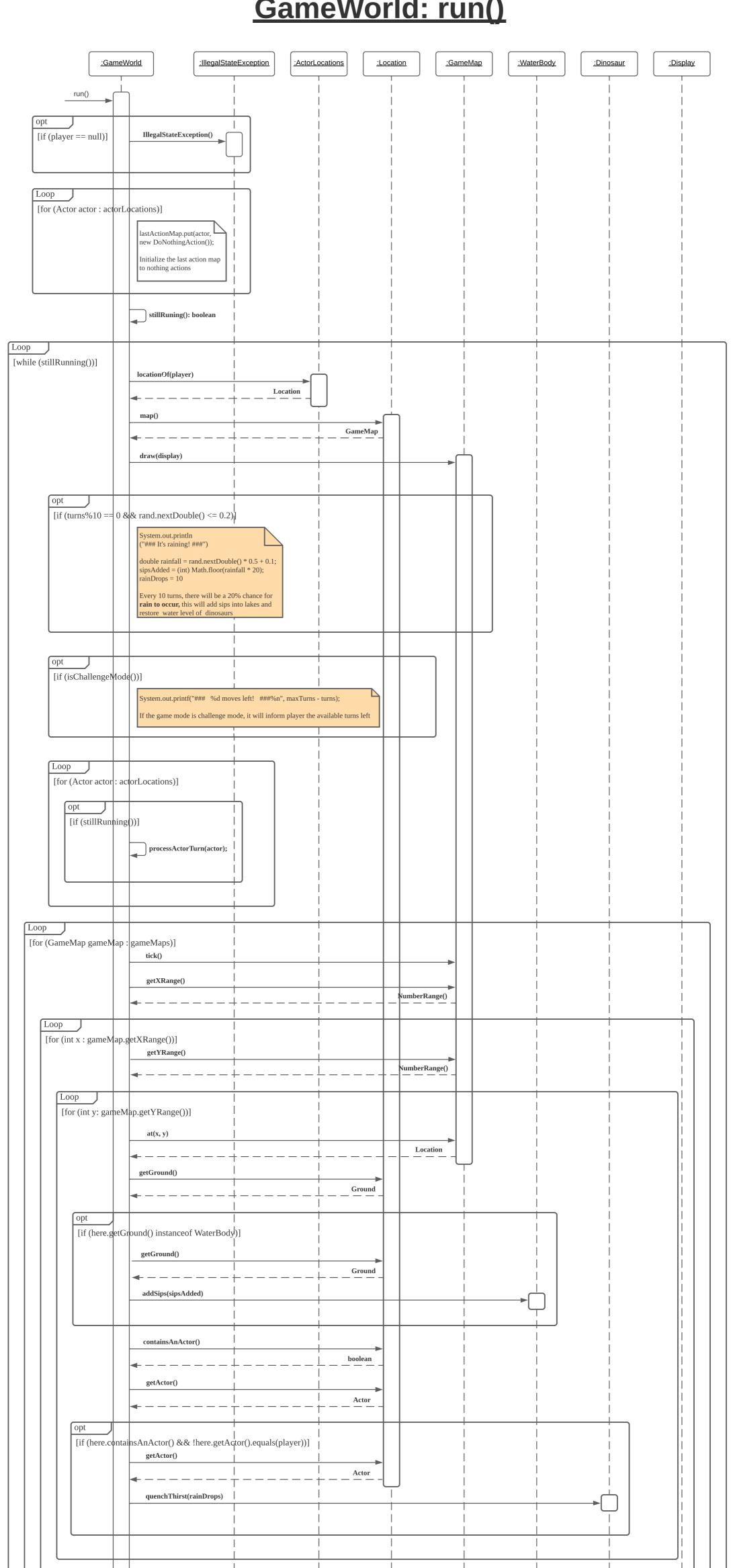
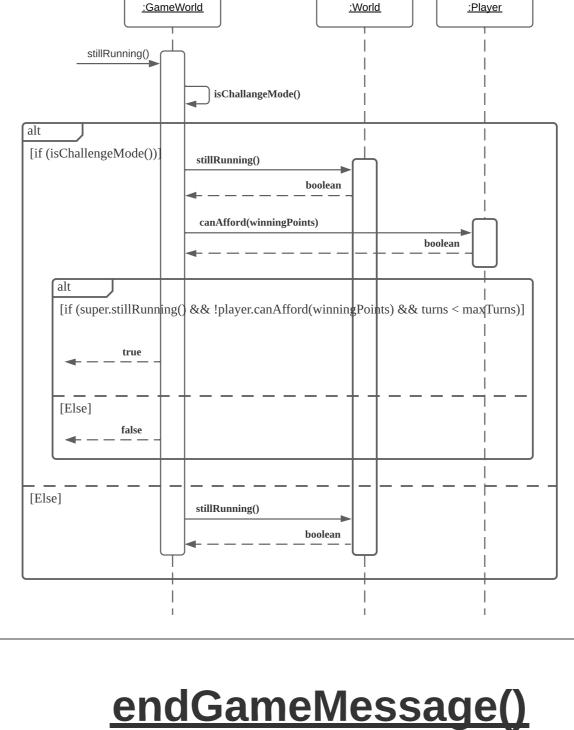
GameWorld: run()



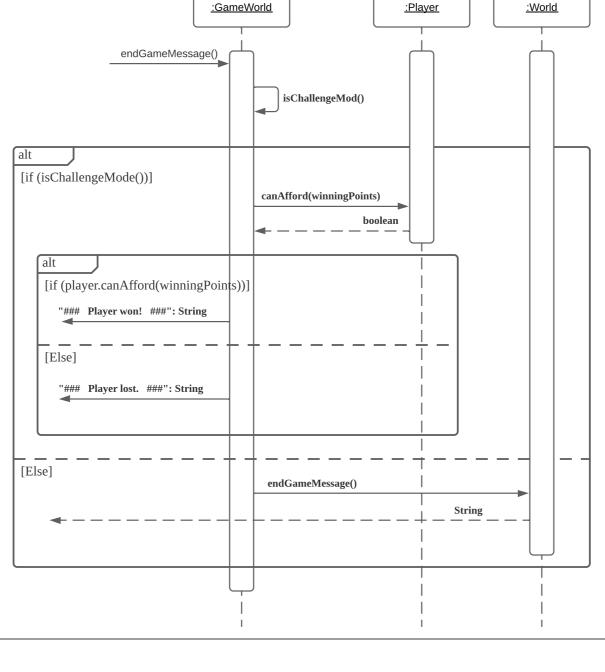
stillRunning() :GameWorld :World

incrementing the turns played

println(endGameMessage())



:GameWorld :Player



isChallengeMode()

