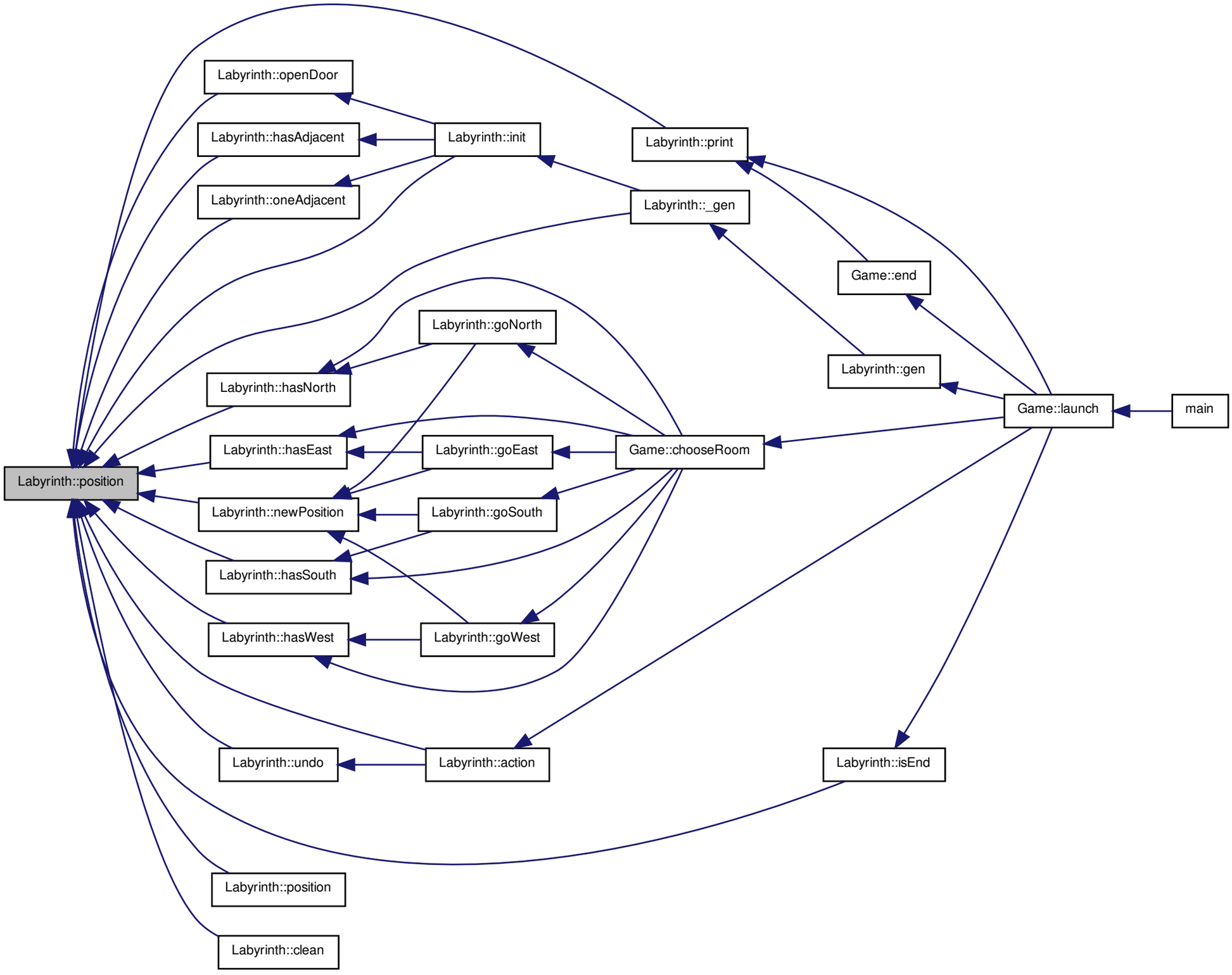
Labyrinth::position
Labyrinth::openDoor
Labyrinth::hasAdjacent
Labyrinth::oneAdjacent
Labyrinth::init
Labyrinth::print
Labyrinth::_gen
Game::end
Labyrinth::goNorth
Labyrinth::hasNorth
Labyrinth::gen
Game::launch
main
Labyrinth::hasEast
Labyrinth::goEast
Game::chooseRoom
Labyrinth::newPosition
Labyrinth::goSouth
Labyrinth::hasSouth
Labyrinth::hasWest
Labyrinth::goWest
Labyrinth::undo
Labyrinth::action
Labyrinth::isEnd
Labyrinth::position
Labyrinth::clean