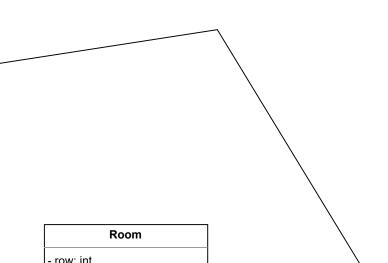


## DungeonAdventure

- moving\_east: boolmoving\_west: bool
- moving\_north: bool moving\_south: bool
- field: type
- + method(type): type + game\_loop(): void + load\_map(): list + collision\_test(): list

+ move(): dict[str, bool]
+ check\_events(): void
+ save\_game():
Figure out items and pillars'



## Astronomy

+ field: type

+ method(type): type

