	di.uniba.map.b.adventure.type. AdvObjectContainer.add di.uniba.map.b.adventure.type AdvObject.AdvObject
	di.uniba.map.b.adventure.type. Room.addObject di.uniba.map.b.adventure.type AdvObject.getId
	di.uniba.map.b.adventure.impl. MetalSlug.attach
	di.uniba.map.b.adventure. GameDescription.getCommands
	di.uniba.map.b.adventure. GameDescription.getRooms
	di.uniba.map.b.adventure.type. AdvObject.setAlias
	di.uniba.map.b.adventure.type. Command.setAlias
	di.uniba.map.b.adventure.type. AdvObject.setCreature
	di.uniba.map.b.adventure. GameDescription.setCurrentRoom
di.uniba.map.b.adventure.impl. MetalSlug.init	di.uniba.map.b.adventure.type. Room.setEast
	di.uniba.map.b.adventure.type. Room.setLook
	di.uniba.map.b.adventure.type. Room.setMonsterAlive
	di.uniba.map.b.adventure.type. Room.setNorth
	di.uniba.map.b.adventure.type. AdvObject.setOpen
	di.uniba.map.b.adventure.type. AdvObject.setOpenable di.uniba.map.b.adventure.type
	di.uniba.map.b.adventure.type. AdvObject.setPickupable
	di.uniba.map.b.adventure.type. AdvObject.setPushable
	di.uniba.map.b.adventure.type. Room.setSouth
	di.uniba.map.b.adventure.type. Room.setWest